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SPECIAL SECTION

Tekumel

Professor M A R. Rarker's world of the Petal Throne has been attracting attention lately. There's a new edition of his venerable roleplaying game. Empire of the Petal Throne, and his first novel is just out from DAW Books. In our biggest issue ever, we look at Tekumel in denth

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Lary Niven is "Knivon Space" novels and sories, one of the great science fiscone series, have been turned atoo a noleplaying game by the Chaosium Being an old fin of Known Space (and the Regissorid novels in particular). I vasited eagerly for Rilgarorid to appear. But being a game designer and publisher myself. I the wateried several congunities by to create a some junk. I wasn't so sire I wanted to see Regissorid!

Appearance

Despite my missivings. Ringworld arrived My initial impression was weight - with over 200 mores inside, this game is hegyy. The cover art is by Ralph McQuarrie, the same artist who did preproduction artwork for the Star Wars movies. The Chaosium paid him a princely sum for the cover minting, which, unfortunately, is nice but not exceptional. Inside, however, most of the artwork is supplied by Lisa Free, who has done a terrific job. This is the best interior artwork I've seen in any naming product - a beautiful blend of style and urbiect matter. The art by Michael Blum (mostly of gadgets) just doesn't come anywhere near the quality of Ms. Free's. Overall, though, the graphic design and artwork work very well together, with the excellent production values we've come to expect from the Chaosium

The Known Space stories cover a lot of ground (or space, if you will), but much indiremation important to roleplayers wasn't dealt with in the stories. John Hewitt and the other suthors had to create an immense amount of data to fill in the gaps. So much material was added that a gast wouldn't fit in one box thence the Rigworld Companion (see the accompanying capaule on page 4).

Character Creation

The game system is another variate of maker Rela-Flaging (or the "Chaosima System," as Geg Stafford calls 4). Character certains in handle in much the same manner as in RaneQuert — rell dee for your base. Characterizes, of Strongth. Most fephacisterity, Apparatuse, and Education theoremed from Call of Challagh. However, you must also nell your Home World (officeres growing make a difference to your Characteristics), your Declerc (from Albasina to Hyperspace (Hantaphy Fibboss), and your Chemological Hantaphy Tibboss), and your Chemological

usually different from your Physiological Age). The Defects seem a bit much, with a 70% chance that your character will have at least one Defect, I don't remember quite so many defective people in Niven's stories, especially not among explorers.

Skills

Saltis in Ringworld are coquited intuity by spending Occupion Points: how you can spend them is determined by your Parsiste. You get Occupion Points three different ways from your Education, your Parsiste. and your Spend Interests. The problem with a range of Occupation Points poor from 120 to 8000 or more? What this means is a root of the Saltis Saltis Points of the Saltis Saltis Points of the Saltis Sal

There are 30 or to skills in Ringwordt, ranging from Athleets to Reactionless Drive. The number of possible skills is infinite, since skills are set up to you can create specially skills is needed. This is a very useful touch which most games garner. You get to choose skills with restrictions based upon your background. Then you wrent Occupation Potents in making the skills bener than the starting performance, and proceeds their through reasons.

Combat

Combus is basically the standard Chansium system, with a combut skill for each weapon expressed as a percentage chance, roll that chance on percentile dree, and you but 1 Once you've hit, check the hit location of the blow for any special damage results. The important difference in Ringworld is in the combast sequence, Here Sherman Kahn has introduced a continuous "impuble" system. Each impuble on one second long. All explorers have an

For the uninitiated . . .

Larry Niven, one of the most popular authors in the science fiction field, publabed flangworld in 1970. The novel went on to win Hugo and Nebula awards and eventually spanned a sequel, The Ringworld Engineers (1989).

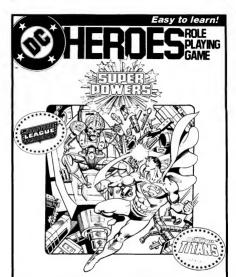
The two novels form a captoner of some Novela's volumentors "Room Space" sequence, a loosely-arranged chemicle of sequence, a loosely-arranged chemicle of the set thousand years. Steening impurative backgrounds and far-future exchanding, the half-doorn novela and reunerous somes of Kanson Space are sub-entere tiles of a sort transfer booths, boosterspice, and beater attaining uneverse of insom field for planning the case case the found in Windle of Planning (1966). Neutron Star (1966), A Coff Form of Glown Space (1975), arrange found of Windle of Planning Off Rooms Space (1975), arrange found (1975), arrange

Ringworld deals with a mind-bogglingly vast structure, a solid ring a million miles wide and six hundred million in circumference, which orbits a distant size like a wheel rotating on its hub The inter surface of this smysterious artificial habitat, larger than a million Earths, to populated by trillions (at 1east) of creatures of various

races, both human and alten — but most are degenerate savages descended from the makers of the ring, whose enviteation fell (therally — they lived in floating cities) thousands of years ago.

The aovel raises many intriguing but unsolved mysteries. The Ringworld Engineers provides partial natwers — but creates still further engines. These evidently will never be resolved, Niven has no plans for further books in the series. Of course, that's what he said after Ringworld.

-The Editors



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RINGWORLD COMPANION (Chaosium, Inc.); \$10. By Jon Hewitt, Lynn Willis, etc., etc. One \$%" x 11" 80-page booklet. Additional material for Ring-world. Published 1984.

This book contains material that was left out of Rilapsorid because of space considerations, plus some new material. A set of crasta for the Rilapsordf rules is also provided. More alters (necluding martins, occas, pierra, and thristma) are included, along with many Rilapsordf animals and plusts, more gadgets, a General Products plusts, more gadgets, a General Products on some cable, a discussion of Payerspace rurel. Rilapsorid whiches, two scenarios,

and more.

Don't be fooled by the hideous cover —
the Ringworld Companion is a good supplement. (Please, don't ever let Lisa Free
work in color againt) The suthors have included some valuable material that really
should have been in Ringworld. Jike a may

of Known Space, a sketch of the Ringworld, and a map of the Great Oval Ocean though why they saw fit to change the distances and geographic relationships Niven created is beyond me.

The engents are a brilliant addition to

The concents are a brilliant addition to the material in Ringworld, despite some problems. The scenarios are (or can be) connected to the one presented in Ringworld, and are just as plain. They show that the connection of the control of the connected to the control of the concentered that the control of the concentered that the control of the control

If you've got Ringworld, you really should have this book, even though it brings your total investment up to \$35. Such is the high price of having fun these

-Steve Peterson

Action Ranking based on their Deuterity; the Action Rank is usually a number between 3 and 6. Minor actions (like Ifring a ranged weepan or failing) take one impulse, while major actions (like drawing or aiming a weepan take the explorer's Action Ranki in impulses to perform. The GM starts the impulse count at I when the first character starts to do something, and then just marks off amnotess until combat finishes.

This impole system works very well; and fact, Illies it been then there for one or ways the Chaosum has come up with to every the Chaosum has come up with to every the control of the con

Gadgets

The authors (Sherman Kuhn, mostly) have written up all the items found in the Niven stories in precise detail. The technology of Niven's universe is very highly advanced: in Traveller terms, it's at least Tech Level 18 or above (in other words, right off the scale). The size, weight, cost, and manufacturer of each gadget is described, along with some of the "science" behind their operation. A very nice system for writing up batteries is presented. since all gadgets have their power use listed. (By the way, most weapons can be easily set up to have an infinite number of shots without reloading by using a fusion generator.) The way these gudgets are described should be a model for all roleplaying games that use gad-

Unfortunately, the authors felt it necessary to invent some gadgets of their own. Some of these are ludicrous, like the "pneumopissol." which shoots pellets of compressed air (*), or the "frictionless armor," which supposedly protects you because analess lide off. (Sorry, guys, force is still transmitted regardless of the friction coefficient of the surface.) These gadgets don't feel right next to the other ones, but this is only a minor flaw, you can leave them cut without affection the reason.

User-Friendliness

The source material provided is very well presented John Hewitt's essays are reminiscent of Niven's writing, providing a very eniovable read. The history of Known Space is covered thoroughly, with descriptions of the various human worlds and their cultures. Fach alien race is thoroughly described, with its history, physical characteristics, skill percentages, psychology, and such all provided. Many native creatures and plants are also described. The descriptions are very thorough. so any of this material could be used in another science-fiction game with some work. The only lanses concern the Rineworld itself there's no drawing of the Ringworld anywhere in the same! You have to read the novels or buy the Riggworld Companion to find out what the Ringworld looks like. Also, no map of Known Space is included in the same. Couldn't the Chaosium have left out a critter or two and

put those things in the game? The advice to the gamemaster on how to run this game is nearly nonexistent - 4 pages out of 204. You get mostly negative warnings - "don't allow players to smash and grab 'cause it's not fair" type of things. There's a tremendous amount of information provided about creatures (both sentient and nonsentient) on the Ringworld. This information, while very complete and nicely presented, seems not very worthwhile when a character wearing imnuct armor and carrying a flashfishs laser can walk over almost any therat (despite what they say in the rules). And who cares what the native plants are like, when whatever you stuff into your autochef turns into edible food?

A Missed Bet

Really, the Ringworld universe is not an expeciality good recipitaries situation in the traditional sense. Most of Rnown Space is to accivitate for the action and adventure. The Ringworld itself is "uncivilized" enough, tox the sectnology of the explorers is so much better that they can walk rapht over most native threats. Thank of starting out your D&D adventurers in a first level dangeon, only the adventurers are arrend with 4-5 armor and

werput swords. You'd quickly get hered.
However, he Ringwordf game is a good simulation, because the characters in the stories were much more powerful than the natives. But the challenges of the Ringwordt stories arose from sinstaines that couldn't be handled with a flashlight later or a variable sword. Those near weapons didn't matter when the whole Ringwordt was falling into its sam, as in Ringwordt Engisters. The characteristic stories are supported to the characteristic stories and the stories of the Ring-Unfortunation, the authors of the Ring-Unfortunation, the authors of the Ring-

world game miss that point entirely. They come hearthreakingly close when they include a section on Ringworld mysteries — they discuss many of the very important questions left unanswered in the books. But they fall short when they don't tell you how to use those mysteries to censes securation.

The Ringworld campaign I'd like to run

Plotlines

would be a "third novel" in the Ringworld once again, with some ARM or Kränio Puppeter plot behind the expectation, and then preval some of the Ringworld myseries while some of the Ringworld myseries (while creating more questions, of course). Then the characters have to deal with some universitability problem. But the remot the Silvers or the arrival of the Protectors. Ringworld is the perfect setting for such epig loss. However, the scenario tackeded in Ringworld (only one) is very problemina — that naticely specified one) is very problemina—that naticely specified one). two years petting to the Ringworld, get shot down by the meteor defense, and are stranded. The big excitement comes when they get to do a research project to find out they can't fix the hyperdrive. Ho hum.

More to the point, nowhere does the game discuss events that happened in Ringworld or Ringworld Engineers. The events in those royels have a tremendous effect on any future Ringworld expeditions, or adventures in Known Space, for that matter, Rinoworld adventures that don't take those events into account don't make much sense - they feel hallow. Where's the writeup for Louis Wu or Charge, who are still on the Ringworld and would certainly interact with the characters? What about the UN government or the Patriarchy? Wouldn't they be interested in another Ringworld expedition? These are annoying "Ringworld mysteries."

Consumer Report

All of these complaints can be fixed with a little work on the part of the GM. Overall, the authors have done a very good job making a rolenlavine game out of Ringworld. The technology is quitably deadly, the background is well detailed, and the creatures are thoroughly described. The Ringworld game is definitely not for beginners, though. With a \$25 price tag, it's not much of a bargain unless you're prepared to do some work, or unless you're a real Niven fan. The technology is so advanced that you really can't use it in Traveller or Space Opera or Star Frontiers, but the aliens

What Niven Thinks About Ringworld

Niven himself is not an experienced ayer, he's seen the Ringworld game, "some of it is too technical for me What I understand, I like," Niven spoke with Space Gamer long-distance from his

me in Tarzana, California Are there any features of the game he cially likes? "I haven't studied it but I can see I've heen studied. I know for about a year people [the designers] would come up to me at conventions with ourstions about Known Space that would take up an hour or more," And was it worth it? "I don't know. I haven't played the game. But the LASES (Los Angeles Science Fantasy Society) has a group that games once a month; I gave it over to them to test, and they tell me it plays well."

What if the Chaosium wanted to publish a Ringworld scenario giving an explanation for some Ringworld or Known Space "mystery"? Would Niven allow it? "They bounts the rights, so I certainly couldn't stop them. Anything they guess at is their own problem." He himself, though, would not feel bound by anything a game scenario

This because up the obvious question: Will Niven write any more Ringworld stories or scenarios? "To the best of my knowledge, there will be no more Ringworld books - and no Rineworld scenarios written by Larry Niven directly. But sometimes my subconscious plays tricks on me: who knows?" At any rate, it seems Niven isn't quite done with the Known Space universe; he's thinking of buying rights to Ringworld background author John Hewitt's essays on the Krinti and assiming the information to other writers to produce a series of stories on the Mun/Krin Wars. Stand by for further developments.

-The Editors

and unimals presented will work well in any science fiction game with some adaptation. My recommendation: Niven fans should how it for the essays and background materials. Roleplayers should be prepared to do some work on scenarios; but if you do, you'll have some terrific roleplaying in a beautifully detailed world. Science-fiction gamers who want to use it for source material probably won't get their money's worth.

RINGWORLD (Choosium Inc.): \$25 Designed by Jon Hewitt, Sherman Kahn. and a host of others. Four 8%" x 11" hookless a Reference Sheet, 27 standars cardboard figures, 2 twenty-sided dice, six-sided dire. I eight-sided die, boxed. Playing time and number of players indefinite. Published 1984.

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Converting TFT Characters To T&T







The method I finally settled on was so base

earning's Fantasy Trin was the only really playable FRP system. I was pretty upset at the demise of Metaraming, and worried more than I should have about whether there would over he any new TFT material. Reluctuatly, I began looking at other systems. I had already tried many of them and gotten no sansfaction. and most of the ones I found on store shelves seemed no better. Then I happened on Tunnels & Trolls and realized my luck had

changed. T&T and TFT have an awful lot in com mon. Both recttire only ordinary, six-sided dice. Both are easier to learn than most other systems. Most importantly, both systems possess a logical framework which makes it easy to apply a simple procedure - the saving roll - to any number of tasks in the same world. T&T is even more free-form, however, than TFT: There is no need for a playing board to regulate movement; it is easier to anemore tricks and original stratagems in combat: and the monsters can be easily adjusted to the powers of the player characters. Now that I have some experience as a GM. I can accent this freedom as a positive value, and realize that in T&T I have found not a TFT substitute but a system with many unique virtues of its

When I first turned to T&T, though, I realized that my players would be more likely to try it if I allowed them to use their favorite TFT characters, so I had to work out a method

of converting TFT stats to T&T. At first sight, this task might seem simple: TFT characters have ST (Strength), DX (Dexterity, and 10 (Intelligence); why not just roll for CON (Constitution), LK (Luck), and CHR (Charisma) in order to complete their T&T profiles? This method did not strike me as fair. Imagine an experienced TFT character with ST 20 rolling a 5 for CON. In TFT, the character might have been used to charging necklessly at his foes, confident he could take on almost anything. But in T&T he would be as afraid of facing trouble as a feeble old blind beggar. Clearly, he would not be the same character

CON 1 K and CHR on the average of a 346 roll and one or more TFT attributes. Thus a character's TFT strengths (and weaknesses) would be carried over into T&T but attributes could still diverge markedly, as they are sunposed to in T&T. I have CON on ST because ST in TFT serves the same numose CON does in T&T; I base LK on DX and IO because a nimble, clever TFT character tends to be lackier than his or her cohorts; and I have CHR on ST and IO on the theory that fit, withy possile are more attractive than out-of-shape dullards. (Most people who say muscles are ugly - on women or on men - are just plain envious.) With a few more adjustments for race, possessions, and magic, this system achieves a fair and accurate translation from TFT to T&T. The steps in the adaptation process are as

Sollows:

I. Find the number of attribute points the TFT character has gained since entering the game by subtracting his or her beginning attribute total from the present total. From the result, subtract 2, then 3, then 4, etc., until the next subtracted number would bring the result below zero. The lass number you subtracted is the character's T&T level. For example, a TFT human with attribute total 45 is a 4th-

level character in T&T 2. TFT ST. DX. and 1O resul TAT ST. DEX, and IQ respectively.

3. T&T CON = (TFT ST + 346)/2. TAT CHR = (TFT ST + IO + 2(3(6))/4. $T\Delta T LK = (TFT DX + IO +$ 24346))/4

4. T&T adjustments for non-human races are now applied if the TFT character belones to one of those races. However, in any case where the ratio reduces an attribute, and where that attribute, in TFT terms, is less than 11, the difference between 11 and the TFT attribute is added to the T&T attribute after the ratio

use in TFT is oregier than 10 the difference between the TFT attribute and 10 is subtracted

6. Possessions are translated into T&T as pearly as possible. A magic staff in TFT is could to a T&T staff ordinaire. A TFT staff-ofpower is a staff deluxe, but as yet possesses no spells its owner does not have There are few weapons in TFT that cannot

be found in standard T&T. One exception is the boomerang, but it is not hard to come up with a T&T equivalent for it. In TFT, a boomerane requires a ST of 11 and does as much damage as a light crossbow. If the GM assumes that a boomerang is similar in effect to a light crossbow in other ways, he might decide that in T&T it does 4 dice damage, requires ST 11 and DEX 10, weighs and costs about as much as a baton (20 WU, 10GP), and has about the range of a javelin (40 yds.). This is just an example, and GMs may have other interpretations (especially if they are more familiar with boomerangs than I), but it should

not be difficult to come up with fair assess-GMs may translate TFT magical items into T&T as they see fit - or simply declare that the magic in the item has wom out.

7. A wizard whose DEX or IO, inherited from TFT, is too low for a wizard in T&T has low attributes adjusted up to the T&T mini-

mum: DEX 8 and IO 10.

from the T&T attribute after the ratio is applied. Finally, after applying these adjustments, the GM should calculate minimum attributes for the T&T races concerned, and make sure none of the character's attributes fall below these minima (TFT Rentile Men are treated in T&T as

ratio increases an attribute, and where that attrib-

permanent were-types, except that they retain their normal DEX and can still use weapons. Friendly Reptile Men should be extremely rare in the T&T universe TET Progravddles can safely be kept out of T&T altopether.)

5. T&T characters receive AP appropriate to their level, plus any TFT EP they have squirreled away.

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adventure. Aslan covers a race of carni vores, with males and females divided nearly into separate cultures: males are warriors, fighting ritualized clanwars, while females take care of almost everything else, K'kree (or sive vegetarians, their society strictly controlled with a complex caste system. Their social unit is not the indi cluding extensive explanatory vidual, but the "family" with members material, a complete character of several castes; each player controls generation system and an alien a "family". Each alien module is \$6.



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known Ancient site is different, as it there were hundreds of independent super-races, each with its distinctive technology, but everything fits the hands and bodies of the Drovne. an unassuming race inhabiting a few worlds in the Spinward Marches. Who were they? Why did they disappear? A band of adventurers has the chance to find out as they discover a functioning Ancient base The Secret of the Ancients: an adve-



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- 8. If TFT wizards have spells similar to higher-level TAT spells, and if they have the DEX and IQ to cast those spells, they are awarded those spells free of charge. Likewise, any heroes with spells in TFT become TAT rogues, and get the capitaleus spell they already possess if they have the DEX and IQ to use them. Wizards asturally inherit all the Level 1 TFT spells, but roques do not.
- TFT heroes without any spells must choose whether they will be warriors or rogues in T&T. The GM may allow qualified htmps: to become warrior, without

heroes to become warrior-wizards.

Now that the guidelines are spelled out, let's take a typical TFT character and see how he convert to T&T. Our convert is Arkebus, as Florib Wirard.

TFT Character Record

Name: Arkebus. Race: Elf.

Type: Wizard. EP = 52

ST 12 Spells and Talents: DX 12 Human, Elvish, Linency, Lightning, 4-Hex Illustion, Glamor, MA 12 Curse, Stoep, Summon Bear, Reverse Missiles, Dazzle, Fire, Aid. Staff, Detect Massie

Possessions: Labyrinth Kit, 2 Rations, Staff, 2 GP, 30 SP.

Sep 1: Arkebus started with 32 attribute points. He now has 38, 38 – 32 = 6, 6 – 2 = 4, 4 – 3 = 1, 1 – 4 = –3. Since subtracting 4 brought the total below zero, we disregard the 4 and go back to the 3 subtracted before.

Arkebus is a 3rd level character. Sep 2: Right now, Arkebus has TFT ST 12, DEX 12, and 10 14.

Step 3: Arkebus rolls 11 on 3d6, then averages this roll with his ST for a CON of 11.5. Rounded up, this gives him a CON of



Arkebus rolls 3d6 again, and gets a 4. He multiplies this by 2, adds his ST and IQ, and divides by 4. Result: CHR = 8.25. Rounded

up, CHR = 9.

Arkebus rolls 3d6 a third time and gets a 12. He multiplies by 2, adds DEX and 1Q, and divides by 4. Result LK = 12.5. rounded up to

13.

Sep 4: The TFT Peters-McAllister ratos for Askebus' Elvish heritage are applied. ST = 12, IQ = 21, LK = 13, CON = 8, DES = 18, and CHR = 18. However, because Arkebus' TFT IQ was already 4 points over IQ in TAT IQ = 21 - 4 = 17. Likewise, his DEX = 18 - 2 = 16.

Sop 5: Arkebus' AP total = 3,000 (because he is level 3) + 52 = 3,052. Sop 6: he exchange for his labyrind kit, Arkebus might be given the standard The clothes and pack. His two rations might be worth two days' provisions. His magic staff is a The staff cofficience. And he has 2 GP and 1 The Tast The staff cofficience. And he has 2 GP and 1 The staff cofficience.

Sup 7: Not applicable to Artebras.

Sup 8: In addition to his Level 1 golis,
Arkebras might be green Bianting Prover (LS)

or TFT Lightning, Rock-4-8 per (LS) for
Sleep, Curse You (L2) for Curse, and Minger

(L2) for 4-Het Hisson, Although he has the
DEX and KQ to Isams L4 golls, more of Irry

TFT spells partiallel them, so he docsa't get
them. John If he wasto to buy them, he Tile

Surp 9: Not ambleable to Arkebras.

The final result

T&T Character Record

Name: Arkebox. Type: Wizard.
Kin: Elven male. Level: 3rd.
ST 12 R (7) T K 13 CON 8
DEX 16 CHR 18 ADDOS 5
DEX 16 CHR 18 ADDOS 5
Weight Carrier 132
Gold: 2 GP. 30 SP AP. 3.052
Weighors: Magic Saff (Quester-Staff, 2D,
Cost 10, weight 50).

Languages: Elvish, Common, Dwarvish, Goblin (the last two rolled randomly from the Language Table). Magic: All L1 spells, plus Mirage (L2), Curse You (L2), Rock-A-Bye (L3), and Blasting Power (L3).

Power (L3). Other Possessions: Clothes and pack (10 WU), 2 days' provisions (40WU).

Arkeben beight and weight can easily be rolled up without reference to his TPT existence. And if his brother Arkebes, a warrier, was to leep he IPT existence. And if his brother Arkebes, a warrier, was to leep he IPT fails, they can easily be adapted into T&T with the skill system from Morerouniers, Spice, and Private Eyes. (Any can be treated as Special Interest.). I think Arkebas and Arkebes will engage their advertures in the T&T universe, and I believe they can carry on their careers from IPT with a minimum of system shock. Moreover, 1 do not under her book level the door in their tree!

. . . And Adapting Them Back Again

Characters who have found and enjoyed adventures in the Tal universe may non-shelten not want to say there forever. Perhaps they lift friends in the world of Cadri. Perhaps they have a forevite Micropaula to the control of the cont

An important difference between the two evenous is that T&T tends soward history numbers. Weapons do more damage, armor stops more hirs, marke costs more ST, and, once characters have begun to advance, attributes increase to much higher levels. ST 60 characters are quite common in T&T: to TFT the suggested estural lid on the ST of human characters (30 pts.) is rarely needed, for few characters even get that strong. (The T&T character will need this extra ST and it can be argued that ST 60 in T&T is actually equivalent to, say, ST 25 in TFT). The point is that, once a character reaches the higher levels of T&T experience, high attributes cannot be transposed unchanged into TFT

The fair thing to do is to keep a copy of your TFT character shoes once you have finished translating imp 7&T Every time your T&T character goes up a level, add one antribute point to his or her somnolent TFT counterpart. If T&T level bonuses to to ST, DEX, or IQ, add the point to the corresponding TFT attribute: if to CON, add to TFT ST. If to LK. add either to TFT DX or IO (player's choice); if to CHR, add either to ST or IO (again, player's choice). The basic rule is that after some time in the T&T world, one T&T character level equals one TFT attribute point - a convertion factor which allows a fair balance between systems. (And if you choose the T&T option which allows you to add to ST and CON, be careful to add only one point to your TFT ST)

Conversion of property, spells, and skills from T&T to FFT requires the old gamer's standby, common sense. Just reverse the guidelines in the main article. T&T Adventure Points and TFT Experience Points may be considered roughly equivalent, so points gained in a quick advenure in one system may benefit the character in the other system.

So be the first warrior on your continent to go through both Deathtrap Equalizer and Death Test. And don't be surprised when the innkeeper says: "There's something strange about you, traveller."

-Tom Riley

BADANG THE OCKMANE

ANALYSIS AND STRATEGY BY PHILLIP BENDERT

Steve Jorkson's long-awaited expansion set for Oure/G.E.V. has been published. It's called Shockwaye, and it includes a bunch of new units and scenarios (also a new map which fits on any side of the G.E.V. map). The new units introduced are the cruise missile, which comes on a missile crawler (MSI, CRWI R) the lawer and laser tower, the light GEV (LGEV), the GEV personnel carrier (GEV-PC), the superbeeny tank (SUPERHVY), and marine infantry. There are also trucks and hovertrucks, but these are unormed and tend to be targets only. I'd like to discuss how these new units interact with each other and the older units, and offer some strategy suggestions for the new scenarios (And I'll he making a few comments on

NEKL HINUTS

The first and most devastating of the new units is the cruise missile. They carry fairly large nukes: They're what made the craters on the Orre map. When a cruise missile exes off. everything in its bex is destroyed, and a shockwave is generated which attacks units up to 5 bexes away, depending on unit type,

Phil's ideas here and there - Steve Jackson)

It's easy to see that cruise missiles are death on everything and especially on hovercraft. However, there is a defense: You can shoot down the cruise missile before it sets to you. When a cruise missile is launched, everything stops while the missile is moved, a hex at a time. If the missile passes within range of defending units, each unit gets one free shot at it. The odds aren't very good, but if the missile has travelled for, it's easier to track and hit. If a cruise missile is hit, it's destroyed, but it has a 4 chance of exploding in the bex where it was shot down Some things can be seen from this:

1) Cruise missiles can be used in two ways: Fly into the target's hex and obliterate him for sure (if you make it), or detonate just outside his range and kill him with the shockwave. The first method will appeal to pamblers: The odds will often be that your expensive emise missile will be shot down, but if you make it, you can wreak great havoe. The secand method is more conservative: There's no risk, but the damage will be less against anything except hovercraft; GEVs are excentionally susceptible to destruction by shockwave. It's clear that nail-biting decisions will he made about whether to detonate now or on for one more hex. Cruise missiles introduce a not entirely welcome element of "the whole game on one big roll" (actually a lot of lowodd rolls) into Ogre/G.E.V., which has remained relatively free of this until now.

2) The distance a cruise missile flies is extremely important, Infantry, for instance, is twice as likely to shoot down a cruise missile which has flown II heres as one which has flown IO. A loser tower will destroy 72% of off-board cruise missiles the instant they enter the map. If you plan to attack with the shockwave, it doesn't matter, but if you're going to eive anyone a shot at your expensive cruise missile, you must make every effort to launch it from within 10 hexes of the turvet.

3) Infantry has found a new porpose in life: shooting down cruise missiles. For the price, nothing is as good at it as infantry. Every big, expensive unit needs an infantry screen around it to help protect it from mis--31--

- 4) For reference purposes, to have a 50% chance of stopping a cruise missile you need: 2 squads of infantry or large armor
- A laser and 4 INF If the missile has come more than 10 hexes, 3 INF, or a laser and 1 INF,

mate

An intact Mark III Oere has a 79% chance of stopping a close-range cruise missile; this droes to 60% if the Oure's missiles have been

fixed. For a Mark V, these figures are 97% and 77%. To turn this around, a close-range cruise missile has a 40% chance of destroying an otherwise intact missile-less Mark III Orre (73% for a Mark V) if no other units are around to help the Oure. A few squads of infantry or some nearby armor can be a big help here

5) The shockwave/range ratings (i.e., how strong an attack a cruise missile can make without coming into range of the unit) of variown units

All GEVs 4-1 . I t Tank 2.1 lef. Hyv Tank Other units can't be shockwaved from out-

side their range. Cruise missiles are expensive. For the

price of three armor units, you get a missile crawler (defense 2, movement 1) carrying a single cruise missile. When the missile is fired, what remains is an unarmed crawler (movement goes up to 2) which you then try to evacuate off your board edge, since the enemy counts one armor unit (6 victory points) if he destroys it. This strongly implies that the value of a cruise missile is two armor units (12 victory points). I'd like to suggest a rule clarification: It should be explicitly stated that whenever you launch a cruise missile, your opponent gets 12 victory points. (Yes - SJ). Therefore you must be sure to get your money's worth from a cruise missile.

To shoot down cruise missiles, we have lusers and laser towers. With the introduction of layers. Oere/G.E.V. has losts its innocence as far as lines of sight go: Lasers are straight-line weapons with infinite range (well, 30 hexes) which are blocked by any raised terrain



MISSII E CBAKII FR

forms, words, swamps, rubble, Since the Shockware gain is somewhat more characted than the G.E.V. map (it resembles the north half of the G.E.V. map, there is which are timmobile) must be placed with great care to groot use out of them. Linear towers are full small control of the G.E.V. may be suffered with great care to groot use out of them. Linear towers are that would the line-of-sight problem, but neither linear to large tower can shoot at a unit in raised sterrain (exception: layer towers can shoot at cruzes mustles in raised sterrain (exception: layer towers don't have defines not like to be sufficiently as the sum of the sum o

The main purpose of lasers and laser towers is to whost cown craise missiles, which they do well fin fact, they can intercept Open missiles on a 9 or more on two dicely (Rules question, Can a laser intercept an Open missile fred at a cruise missile?) (Per. — 37) However, they can also shoot at other units, with an attack strength of 2; this can be quite effective against expensive, poorly-armored units (MSL CRAWLER, HWZE, MHWZE).

The light GEV is effectively half a GEV, at half the price. This can be useful: An LGEV is as good at shooting cruise missiles or bringes as a GEV, and relatively more efficient at shooting up town hexes. They can be a cheaper way of zetting a GEV's ich done.

The GEV personnel carrier gives infantry another new role: mounted strack. A GEV-PC cerrying 3 squads can advance 3 hexes, attack an adjacent unit with a strength of 4 (3 INF) plus its own 1), then either run away 2 hexes with the infantry, or dump the infantry out to receive the return fire and run away by itself. The secoed of the GEV-PC makes it much essent.

to get industry into the action.
This brings pan apparent flaw with
G.E.V. rule 5.11 about infinitely riding tasks,
G.E.V. rule 5.11 about infinitely riding tasks,
G.E.V. rule 5.11 about infinitely riding tasks,
S.I.I says that infinity can freely amount after
propriets of a rule and dissionant at the ord.
That way funless someone insinkerly takes
someone insinkerly role or order and infinitely
white mounted finitely role on overrun), the other
side never gets a charter or thorough a single relationship
white mounted. The infinitely speech is increase
gets shot as of discovered to the control of the control
gets shot as of discovered to the control
riding without the ording who control ording without the ordinary without the

Therefore, I'd like to propose a rule change (to be G.E. V. rule 5.112): If a player can fire izo a hex containing enemy infanity and carrier units, he may sak if the infanity plants to rick in the coming gene. If the defender asys yes, he miss mount up the infanity immediately and take fire white mounted. He says no, that infanity cannot rick in the coming turn. (Checks, but presumedbe — and twe. If

does close the loophole. — SI)

It's clear that taking mounted infantry into an overrun attack is usually a mistake, since one die roll is applied to the carrier and each squad, and can easily destroy them all. However, I'd like to procose an ontoneal nulle about

Optional G.E.V. rule 5.113: Panzerblitz (or hoverblitz) attacks. Infantry which rides a



carrier unit into an overrun attack may choose to dismount after entering the overrun her but before taking fare. (Since the approximate enemy position is known, this represents dropping off and fanning out just before reaching it.) In this case, each squad and the certifer are separate targets, as though the influxity had entered the hex unmounted. After the combat, survivine influent rane not remoust or comis-

ue to move, but the carrier (if it survives) may consinue to move (if it has movement remaining.

This optional rule definitely increases the effectiveness of infantry. With it, three squads on a GEV-PC are odds on to kill any armort said but a SUPERHYV in an overrun, and they can make such an attack up to 5 bares away (localentally, the point value of a GEV-PC salved, destrood it sives as 6.1 kills is a trace.

should a be 3?) (Yes. Sorry. - SI)

The superheavy stark has two cases each with attack 3, which can fire on different tarsets. One hir still destroys the whole tank. According to my calculations, a pair of HVY TANKs ducling a SUPERHVY will win 60% of the time even if the SUPERHVY fires first. (How do you figure that? My calculations don't agree with yours. I'll address the question in a future designer's article. - SI) Therefore it's hard to imprine when I'd rather have a SUPERHVY than two HVYs. SUPER-HVYs do have the advantage of greater attack range: they can strack from 6 hears away, and they can't be shockwaved from outside their range. However, I doubt this outweichs the disadvantage of being a single expensive

Finally, marine infantry are just like regular infantry, except they treat water haves asclear ternia. Their cost is high (trade 2 rapjular infantry squads for each rearine squad), but they can be useful in certain speciations. I'd like up topogone a rule which seems to

target

6). (Yes. - SI)

follow but want't mased:
Shockware mile 3,0061: Marines and INFsacked together can be grouped together in
groups of up to three squade for defensive purposes. (Extraple: two marines and an INF in a
tompher; two marines and an INF in a
single defense strength of 9, 10 flue attacker
ords a "D" signists such a group, oil again to
see which upund died (in this example, one of
the marines dies on a 14 and the INF oo 5 or

BIRY IRAB TIAIL

other situations.

Now I'd like to summarize the good and bad points of these units, make tome unit choice recommendations, and suggest how to use, and oppose, these units. What I have in mind here is a Cousefire Collapse-type meeting engagement, but this also applies to

Cruise Missile (Missile Crawler)

Good points: destructiveness! Bad points: cost, vulnerability

Recommendations: This is tricky: If the other guy doesn't have a laser tower, or if his force is mostly hovercraft, I'd recommend taking some otherwise not.

What so do with yours: If he doesn't have a laser sower, keep at least one in reserve. This is a case where the threat can be more powerful than the execution. The existence of a cruise missile will force him to keep his units screened by infanery, avoid stacking, and generally use his force in a less than ontimum fashion. If he has missile crawlers, it may be worth taking his out with yours if you can You'll probably get some other units into the bargain. If he has a group of hovercraft, stuck them via shockwave; otherwise weigh the odds in deciding whether to risk a direct attack or attack with the shockwave. If you plan to attack directly, be sure to do it from 10 bexes or less away. Keep your erawlers well screened by infantry and armor if the other side has cruise missiles.

If he has a laser tower, Istanch your misalises right away unless you can give your crawlers into raised servain immediately. The risk of he laser tower killing your crawlers is too great. Since your crawlers will never survive when you see a good chance (tho-vercraft are to reach close range, stanck by shockwave when you see a good chance (tho-vercraft are he best utrepts). Remember, your missiens can be shot down right after launcht. Don't fly them over your troops it possible (I've seen someone ifly a craited missili over his Mark V Ore, I. has Remember to the state we crawl-

ers quickly after firing.

If you have off-board cruize missiles, attack by shockwave only (the chance of getting shot down is too great).

What to do about the other guy's: Clump year units in a tight defensive formation (avoid stacking), well screened by infantry. A line of INF, backed by a line of HVYs, backed by a line of MSLs makes a good missile defense. Spread out your big targets (crawlers, HWTZRs & MHWZs, SUPERHVY): keep your Ogres protected by infantry. Try sending some hovercraft after his crawlers, but keen them stread out. It may be possible to take out his crawlers with cruise missiles. If his units get close, it can be advantageous to rush and intermingle your units: Shockwaves don't perpect nationality

Laser, laser tower

Good points: range, effectiveness against Bud nointy: Nockage by terrain immobil-

ity Recommendations: If you have a choice (you do in some scenarios) take a laser tower rather than two or three lasers: The ability to shoot over terrain is worth it

What to do with yours: The best possible target is a missile crawler; then come HWTZRs and MHWZs: shoot them if you can Keen your losers screened by infantry if the other side has cruise missiles. Wait until the last minute to shoot his cruise missiles (homises to the mill) unless you have a golden opportunity to shoot the missile down over his friends of the buttle or use them to raid the enemy's rear. They're good for destroying bridges and towns and for anti-missile present. They can nack you've at the infantry screens around the enemy's big targets, and not be worth his while to charge. If wellhandled, they can be down more than their cost's worth of enemy units.

What to do about the other eav's: LT TANKs are neobably the best (chespest) units for keeping them at bay. A LT will usually beat an LGEV in a duel, even if the LGEV feet feet In several don't fire at an I GEV if there's a better target around.

GEV Personnel Carrier

Good points: carrying capacity, speed Red noints: attack, defense strength, sen-

sitivity to person Recommendations: Choose a few pairs they 'm a good way to get your infantry into the

What so do with yours: Their job is to drop infantry in dangerous places and get away. One numbers is that the hexes infantry likes (towns, woods) aren't bexes GEVs can get back out of: Deep in town/road or woods/road hexes if possible. Mounted attack can be quite



SUPERHEAUY TANK

own troops and you feel lucky. If none of the above happen, just keep taking your two-attackfactor shots.

What to do about the other euv's: If possible, blast them with cruise missiles. Otherwise, an advance with a bunch of armor units will eventually get to them. Keep your units in raised terrain. If they're lasers (not towers), just stay out of their line of sight. A rear area raid by a bunch of hovercraft can take out a laser tower, but expect to lose maybe one GEV per turn to the tower's fire. If you think you can get his lasers with armor units, hold back your cruise missiles until you do (they're more likely to reach their targets when the lasers are gone). Remember, laser fire doesn't spill over; if only lasers can reach you, you can stack units.

Light GEV

Good points: cost, speed

Bad points: attack, defense strength, sensitivity to terrain

Recommendations If you're going to take GEVs, trade in one or two for LGEVs. What to do with yours: Keep them on the effective, and you can always dismount afterward if it doesn't work. Keep the GEV-PCs nearby to pick up survivors after the combat. Be careful with GEV-PCs while loaded: They make big turgets. If their infantry is lost, use them as slow I GEVs

What to do about the other guy's: Shoot them whenever you can: They count for 9 victory points if you kill them and their loads. Cruise missiles are great against them, as against any hovercraft. Their mounted attack range is only 4 (move 3 + infantry range 1). so all units but infantry can usually stay away from them or get the first shot in.

Superheavy tank

Good noiner: attack strength, two guns, defense strength

Bad points: cost Recommendations: Don't choose any: take

two HVYs instead. What to do with yours: They're simultanecouly her newerful armor units and expensive targets: It's hard to both send them into the sible send them against MSI. TANKs (which attack at only 1-2) or maybe HWTZRs (which attack at 1-1). They can shoot at HVYs from behind an infantry line two bexes in front of them. They belong in the forefront of your

armor line, though they won't last very lone What to do about the other provis: Shoot them first ahead of all other armor units. Vill. two guns with one X. A HVY's 4 attack factor is just right for killing them (1-1 attack), or use a pair of GEVs or LTs. If you have twice their number of HVYs, rush them: You can give them the first shot and still usually win

Marine Infantry

Good nature: They work in water Bad points: cost

Recommendations: Take a few if an infantry screen around a big unit needs to include a water hex.

What to do with yours: Use them for screening in water hexes. In the G.E.V. Raid scenario, for example, I like to but a HWTZR in the city hex that sticks out into the lake (2113) To keen the GEVs off I need a screen two hexes away, a squad of mannes can cover hex 1914 more cheanly than a GEV. A counter of sounds in city her 1915 can make the GEVs keep their distance even on the other side of the river. However, infantry is supposed to be cheap and expendable: Expensive infantry draws too many shots and dies too quickly. If your marines survive their water screening duty, keep them back out of the battle (and in a town hex) if you can.

What to do about the other puy's: Shoot them first ahead of other infantry. They count 4 victory points per squad. Remember that they cross water bexes with only one movement point when you're counting to see what can get you. If there are no marine reinforcements nearby, it may be possible to shoot the marines on the water hex and on through the hole in the screen next turn. If there are other marines around, shoot them too, then do the same thing.

SCENARIO STRATERY

Shackwaye introduces a number of new scenarios: I'd like to make some strategy sugpostions for them. I assume here that the ontional rules for destruction of towns, bridges, etc. are in effect

The Day Before is Owre with cruise missiles. On the Ogre map, the defense gets 25 armor units, 40 infantry, and a laser tower; the attacker gets a Mark V Ogre and 20 off-board ensise missiles (of which only about 6 should

make it past the first hex). The defense should use all those extra infantry to form anti-missile lines across the board. Put the CP and the laser tower back in the corner, put a couple of HWTZRs 5 hexes in front of it, then not a line of single INF squads across the board 4 hexes in front of the HWTZRs, and another one 6 hexes in front. There should be enough left for a final line among the HWTZRs 5 hexes from the CP; a couple of pairs of LT TANKs spaced 5 hexes agent in front of all that-makes a chean first



line. This will pretty well keep the cruise missiles of the CP. The attacker thould run out of missiles well before he can thew through all that. The rest of the armor should be a mix of HVYs and MSLs, to stop the Ogre, as the ainacker uses up this cruise missiles, his infrastry can be freed to go die under the Ogre. The anti-Ogre armor line should mix HVYs and MSLs: The greater range of the MSLs makes it harder to attack by shockwave.

In ander to attack by stock-wavelsensities was assumed to be a stock was as was as made to part brough to the Crp.

But should try to shock-wave the atmos facing the Crp. Plan your more carefully, or you may end up with the Crps religion, and the less that where you of let the order part motile. Oger missales can you let let be order as mostle. Oger missales can be compared to the compared to

This is a good, tense, fairly balanced scenario; a lot will depend on how lucky the attacker gets with his missiles.

Recon in Force is an expanded version of the G.E.V. Raid scenario. The Shockwave map is north of the G.E.V. map, and it contains the targets (everything on the G.E.V. map is already destroyed); in addition to towns, etc., there are 20 trucks and hovertrucks which need to make wake-up mills before they can run. Twenty GEVs (the attacker can trade some for pairs of LGEVs) and 10 GEV-PCs full of infantry come in on the south edge of the G.E.V. map. The defender gets & armor units and 15 infantry on the G.E.V. map and 4 and 20 infantry on the Shockwave map, plus the usual G.E.V. Raid reinforcements (entering on the Shockwave map) starting on turn 4. The defender should take the maximum possible number of MSL CRWLRs, 3 (for the rest, LT TANKs or GEV-PCs for his infantry). The threat of cruise missiles will keep the GEVs from stacking, spread them out, and slow them down, and the missiles themselves when they come will wore out most of the attacking force. The big confrontation, which will probably occur in the approaches to the hie city on the Shockwave map, may well involve only a handful of units on each side: ragtag reinforcements vs. what's left of the GEVs.

An interesting scenario, and very bloody: a good example of what crusse missiles can do to hovercraft.

Casey Jonethi is a new trans oceanic. The Suckestwee map is east of the G.E.F. map. Casey's train must cross the G.E.F. map from west to east, then are souds on the Subcekswee map and reach the terminal in city S-0413 on G.E.F. map. The offence gers I deraward and 20 infantry, plus 5 laxers no? 2 laxers und also travered prefet the tower; the stanckers, with 15 armore, more the south edge of the G.E.F. map. The offence wim of the crackers 5-0413 and survives, the attackers of the contract of the contrac

The defense should set up a strong force, until HyN's, in the big city, with infinity in the woods so the south (on the Shackwern map). If the attackers choose: IS non-missile units and attack the city directly, they'll gat creamed. If they choose IS GEVs and by to flash the city to the cast or west, they won't make it. HVN's with a road and a shorter distance to travel cast my between them and units of the control of the

within range of two many defendent.
That leaves chosing monthy MSL (RWIAS,
firing them all on the first item before the
two-regard them, and outsing the game into an
unanterstating crapshoot. If the croise missileated dentay were onle has of strak, the strain
draw. (The best place to destroy railroad track
is in towal RR bress. Towa hexes to
destroyed from as far away as 6 bares, and the
filling building a festion when the civile missiles
get the train smill— which
means warring until a least turn 2 and prob-

or the first track hat the train must enter on which should be to well guarded by infantry that it would be a mistake to about at it—they might win. There's no way the defenders can provide an adequate defenue for that long your way to try, chough, is a MSL TANK to provide a mistake to the missiles to good way to try, chough, is a MSL TANK to provide the missiles of the missiles

and probably get a draw. My suggestions for lasters are \$-0117 and \$-0708 (and the tower in, say, \$-0903).

Anyone who brings something as archaic as a train anywhere near cruise missiles shouldn't expect to see it get through anyway.

"Nuts!", a secnario which takes place on the Shockwave man, is supposed to be a Bastomelike breakout of a surrounded force. The fact that the attackers are arread out around a 15-herdiameter circle and the advantage of the first move are supposed to compensate the defender for the short end of the 35-20 odds in armor units. Unfortunately, the defenders have an administration building so valuable that if they escape intact but lose the building, they lose, Therefore the attackers have no reason to prevent the defenders from escaping, so instead of spreading out around the circle, they concentrate everything in one place, make a standard line assault, and erind up the defenders with greater numbers. This scenario needs a change in victory conditions: I suggest removing the building which lets the defenders run, and letting them escape from the east and south edges as well as the north, which forces the attacker to spenad his forces out.

Super CP is not really a new-units secnation. It's a large game of Ogre, where the defender gets 30 armor, 40 infantry and two Mark III Ogres, against the attacker's two Mark Vs. The CP is a building with strength 60, which takes some grinding (or a good overrun) to destroy. Have fun!

CONCLUSION To summarize, Shockwave is what we've

all been waiting for, an innovative, interesting small been waiting for, an innovative, the game with crusic messiles and lasers around is sharper and more exclining (so more complacency when you're out of range — you're neare out of range), if a bit more lack-dependent. I'd like to extend to all concerned my congrabulations on a job well done, and I look forward to a lot of fun.

SHOCKWAVE FRRATA

3.05. The victory point value for a GEV-PC should be 3. A Cruise Missile has a VP value of 12 — that is, you lose 12 VP for expending a Cruise Missile.

3.015. In Opera, when a Superheavy Tank is

3.015. In Ogre, when a Superheavy Tank is rammed by an Ogre, that Ogre loses 3 mead writt 3.016 (addition). Marines and regular infantry can combine in groups of up to 3 squads

for defensive purposes. Example: Two Marine squads and a regular infantry squad would have a combined defensive strength of 3 in a close hea, 6 in woods, or 9 in a town. If an attacker gets a "D" resulf against such a stack, roll randomly to see which squad is lost.

8.021. In the "WUTSN" scenario, the defension's building should be a SP 60 strong-

point

-13-

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Kume

In 1975 TSR, a small Wisconsin comnany that was heginning to gain some quecess with its new game Dungeons & Dragons published Professor M.A.R. Barker's rolenlaving same Fmnire of the Petal Throne Due perhans to its high price. - twenty-five dollars/ - EPT enjoyed only limited success. But its setting, the exotic world of Tekumel, attracted a devoted, almost cult-like following

Tekumel is unique in earning - and perhaps in literature too. Like Tolkien's Middle earth and Austin Tappan Wright's Islandia, it is an exhaustment-developed fantasy world. with a lengthy highery many grange nultures thoroughly described, a pantheon of weird ends, and its own language. Unlike its nindecessors, though, Tekumel is a true game hackmound as such its history continues to develop, in an opposite collaborative effort

by all FPT players

This year we've seen a resurgence of interest in Tekumel, sourced by the publication of Prof. Rarker's first novel. The Man of Gold (DAW Books, 1984), and a completely revised and expanded version of EPT -

Swords & Glory (Camescience). In this issue of Space Gamer we spotlight Telumel, with a featured review of Swords & Glory (page 17), an interview with Prof. Barker (page 200 and a special cansule review section covering nearly every Tekumel nearly trusrently available - including The Man of

Thanks to Frederick Paul Kiesche III longtime SG reviewer and author of the bulk of this material. His efforts made this section possible.

-The Editor

The Best of All Possible Worlds

To understand the roleplaying same Swords & Glory, you must know something of the history and background of the planet Tekumel

That history begins some sixty thousand years in the future, when mankind and his alien allies - the Pe Choi, the Pachi Lei, the Shen, the Ahaggya and others ... settled Teksimel a planet hoth larger and hotter than Earth. The planet's orbit was shifted, and great gravity engines were installed to bring to surface gravity in line with Earth's. Air, water, and plant life were altered, and Tekumel became a sarden sont

All was not well, however. Unknown to those who now called the planet home, enemies of mankind came to Tekumel - the Shunned Ones, the Hokun, the Mihalli, and others. And Tekumel's native species — the insectoid Ssu and scorpion-like Hluss — proved hostile and had to be driven onto reservations. There they were carefully watched. There they waited for an opportunity to avenue

Then came the Time of Darkness, when the universe "collapsed." Telumel fell out of our universe and into its own "norket" universe Cities fell: continents were shattered: civilization collapsed in the midst of a catastrophe as great as any in mankind's history. Man, his allies, and his enemies fell back into barharism.

Over a hundred centuries passed, until the time of Swords & Glory. During that time, many things came to pass. The Hluss and the Ssu escaped from their reservations and engaged in many battles with man and his allies. The races of Tekumel began a long, slow climb back up to a social and technological level resembling that of Earth during the Middle Ages. During that time, empires rose and fell, culminating in the Second Impenum of Tsolvanu and the other "modern" empires - Yan Kor, Mihalli, Mu'ugalavya, Salarvya, and Livyanu, among others. Technology took on the appearance of magin as those who understood it died off and people on longer knew how to operate or maintain the devices from before the Time of Darkness

Aliens — Friends, Enemies. and Others

Telumel is a veritable smorgasbord of alien races. Some of these races are friendly to man (like the Pe Choi), some are indifferent (like the Nyappal, and some are hitterly hostile (like the Sur and Hluss) Among the races coexisting on Tekumel:

The Ahogeva: These strange beings have four arms, four less and harrelishaged bodies. They also have four sets of eyes. Below three sets of eyes are various organs; beneath the fourth set is a mouth. Ahogeva walk in a permanent crouch. They are good fighters

The Hlaka: These are slender, light-boned fivers with leathery wings and short, grey or brown fur. They have three eyes on a flattened humanoid head. The Hlaka are excellent fivers and are often used as aerial scouts or "bombers." They are, however, skittish and likely to fly off in the heat of the battle. The Hilluss: The Hilluss are native to Tekumel. They have chitinous

exoskeletons and resemble Terran scorpions. They are highly intelligent and fierce fighters. A Hluss warrior is a terrible sight to behold. The Pe Choi: Members of this slender and graceful race resemble Earth's praying mantis or sea horse. Although they are most comfortable in forests, they have adapted quite well to human society, often serving in the military or priesthood. Pe Choi are intelligent and friendly, but make fierce enemies



The Ssu. These vaguely insectioid creatures are also natives of Tekurnel — masters of the land masses before humans arrived. Their skin looks loose and tatered. They give off a cinnamon smell. The Ssu speak in a chiming voice, and are very intelligent, fierce warriors and great scoreers.

Religion and Magic

There are no athesis on Tekumel. Shortly after the Time of Daskness, the Inhabitants of Tekumel made contact with extradimensional beings of great power. These beings proved so powerful they were, for all intents and purposes, indistinguishable from gods, in the years since they first made themselves known, elaborate intuals have been created and temples built to support and perpetuate the working of these soots.

The "gods" of Tekumë generally fall into one of two categories: There are "Tlomitlanyal" (or "Lords of Stability") and "Tlokinqaluyal" (or "Lords of Change"). In addition, both types have their cohorts, or "Hilmekluyal." Neither group can be considered "good" or "evil" per se — there is nothing so black and white on Tekumel. The two groups simply represent differing perspectives and viewpoints.

Among the Thomstanyal are Healta (The Supreme Principle of Sabbilly, Kankan Lord of Well, and Annele Miditiess of Heavest Among the Tokirfiquityal are Kwaril (The Doomed Prince of the Heavest Among the Tokirfiquityal are Kwaril (The Doomed Prince of the Health of the Circle Principle of the Health of the Circle Principle of the Lord of Sability and Change include Drafte the Uncaring, Chemara the Hero-Kim, Dimnisal the Lovely Masken of the Tourquite Crown, Crogomo the Known of Spells, Durnisalmain the Black Crown Crogomo the Known of Spells, Durnisalmain the Black Principle Middle of the Computer of the Middle of the Principle Medicines of the Principle Medicines of the Principle Organic Computer of the Middle of the Principle Medicines of the Principle Organic Computer of the Principle Medicines of the Principle Organic Computer of the Principle Medicines of the Principle Organic Computer of the Principle Medicines of the Pri

Magic plays a large part in the daily life of Tekumel. There are activent technological devices which seem like magic to most people. In addition, there is a whole range of spells—bealing spells, willing spells, spells peculiar to certain temples or religious—powered by extra dimensional energies from the "Planes Beyond." Finally, mracies, aftense reamed to the costs—act and business on Tekumel.

Technology

Telsumel is frozen at a medieval social and technological level. There are some primitive machines, but Telsumel is a tradition-choised world, and advances in science are generally stiffed. Military technology is fairly advanced — bows, crossbows, catapults, and glaint siege machines are all available.

Underground, Aboveground

Tellumel is a great place to go prospecting for old relics. Entire empires and cities were boried during het Time of Darkness. In addition, many societies of Tellumel Labs part in the custom known as tracted, buried, and hethild reverse of the place of the tracted buried, and hethild reverse of the buried of the buried of the buried power of the buried of the buried power of the buried of th

Aboveground, the land is quite varied. There are swamps and deserts, mountains and plains, rivers and forests. Many areas are underpopulated or not populated at all, and most of Tekumet's land surface is unexplored.

Social Structure

Telsumer's societés are quite complex. Tolyanu is nuel de yastrong monard. The Emperor of the Peal Throne — who spends his lié in soclusion, guarded and served by the deal and dumb members of the Compioperet Azure (spon, Tolyanu costery places great emphasis on stadition and visible displays of power and social differences. Tsolyanu society has born grip oppore bloss. The limperial, Royales, Priesdy, and Millian parties — all trying to win the beautiful production of the production of the production of the production of the beautiful production. The production of the production is existence.

In addition to I solyanu, there are four other societies in existence on Tekumel, Yan Kor, formerly a squabbling nation of city states, is united under Baron Ald in an ongoing war against Toolyanu. Ald has risen to a position of great power in Yan Kor despite the fact that Yan Kor is a matriachal nation — power rests with the women, and inheritance is passed from mother to daushten.

In Livyanu, yet another of Telumel's societies, government is handled by the temples. The temples have taken charge of all aspects of military, social, and religious affairs. Details of this society are shoulded in socrecy, foreigners are not invited to observe. The Livyani decorate themselves with intricate tattoos, which indicate rank, clan status, and other spects of the society foreign.

In general, all inhabitants of Telumol are governed by a strict sense of custom and tradition. Eaborate clan structures considered in the sense of custom and tradition. Eaborate clan structures considered elements of extended families, schools, and trade unions or guilds. Each country has its own customs concerning marriage, the status of women or men, burial, eating, and drinking. These customs are as varied as one would find not not own planet.

Conclusion

Telumel is a vasied world. If you like to run overland adventure, there are plenty of places to explore — 1%, of the planet's surface is unexplored. If you prefer underground explorations, treasure grabbing, and dungeon crawing, the complex and varied Underworlds of Telumella are sure to please you. If you like complex social strautions, political intrigues, or religious mysticsim, this is the place for you. Truly, the best of all possible worlds.

-Frederick Paul Kiesche III

Swords & Glory

by Frederick Paul Kiesche III and Steve Sherman

The Tekumel Source Book (Swords & Glory, Volume I)

Swords & Glory is a recently-published roleplaying system inspired by and descended from the Empire of the Petal Throne roleplaying game first published by TSR in 1975. In reality, however, S&G is a whole new same.

The Telsumel Source Book (thereafter TSB) is the first of three major volumes that together constitute Swends & Gloay. The TSB provides players with a world in which to game. The next two volumes — a Player's Handbook (treviewed below) and a Reference! Handbook (forthcoming) — deal with the mechanics of the Swends & Clory yame.

The TSB is written for no particular gaminis system. Like Chaoinn's Thiever World and to a lessor existent from Chrom Embergeries' Middle-earth series of supplements to adventures, the TSB is a greened' product, advalable to any gamining system. This is a great strength because the world of Persiant is available even to him to supplement the production of the Chromital systems of the Chromital players and reference who want to use the Swords & Glory system will have to wait for the Reference's Mandbook for device their own statistics! on other to gamen many of Tsimum's creatives and magical

The TSI is full of information covering the many aspects of Februmel. Among its subjects are the physical structure of the planet, its inhabitants, cultures, customs, religions, social structures, politics, setting habits, food, beverages, animals, weapons, armore, technology, marriage and burial customs, the significance and uses to magic, and a host of others. Anything you need to know is covered, usually in minute detail. The TSIs is not use a rehash of material previously pointed in

Engire of the Petal Throne. True, about half of the material in the TSB was menhored in EPT, but the amount of detail contained in the new edition is staggering, Subjects covered in a lew paragraphs in the original now fill many pages. Nothing from EPT has been left out, and there is a lot of new information. Some may find the amount of information overwhelming. The

some may find the amount of information overwhelming. The ISB is long, and — with two columns of small type on each page quite dense. We don't see this is a drawback, however: It is quite possible to read the TSB straight through; but you can also get a lot out of the book by skimming and skipping from one fascinating subject to the next. A good referee will find dozens of adventure idea here, ranging from undergound explorations to overland journeys to palace intrigues. There is no fluff or extraneous information; you get more than your money? worth.

in the second se

If you have any interest at all in Tokumel, if you've been running EPT using the old game system; if you want to sara 1 setumel campaign, or if you just like strange worlds and wondrous societies, this is your book. For you 15th, the TSR provides more information and detail than any other single product—and many multiple-volume products—on the market. Even there several readings, you'll still be discovering new and worldwhile information. The Telasmel Source Book is a beautiful work.

Tekumel Player's Handbook (Swords & Glory, Volume II)

The Telaumel Player's Handbook for TPH is the centrepiec of the Sendar & Giby rolloplaying system. Character generation, combat, and sorcery take up most of the book though ample space is decoused to other matter. The game system described in this signify-spacked, 240-page nulebook can best be described as realistic and complex. It is not suitable for the occasional player, but, nather, for those who take their toleplaying seriously. The author's respect for his authors in Section 1991.

Character Generation

Rolling up a character is relatively straightforward. The basic statistics — height, weight, build, strength, stamina, dextenty, body damage points, intelligence, psychic ability, corneliness, charisma, and age — are determined using percentile dice. Then you choose

"Simulation, to me, is the desired end, I want my adventures to he as 'real' as nossible "

Tekumel Source Rook

your character's birtholace, which affects such qualities as family wealth, education, and personal skills, and you determine your languages, religion, family ties, and skills. All information about the character is written on the eight-page (!) Character Record included with the TPH

Skill Selection

Characters receive skill points based upon their intelligence and age. This initial point total is combined with a percentile roll to yield a character's total skill points. The net total can vary tremendously from 6 to 2501

You use these skill points (as you might expect) to hav skills. Centain skills onet more than others: the butcher skill mosts five points for the lowest "level": the warnor skill goes for twenty at the lowest level (and more for higher levels).

Your character's hackground limits skill selection. A none character from a tribe may be limited to such skills as butcher, fisherman, or warrior: an upper-class character with a high wealth score can select from such skills as alchemist, physician, or sorcerer. In addition, many skills require minimum intelligence or literacy levels The only way to set around these limitations is to spend extra skill points, or to bring your character's educational level into play Each level of the Assassin, Warrior, Official, Priest, and Soldier skills gives the character four "competence units" Players can use these competence units to buy sub-skills of varying cost and effec-

tiveness. Characters that get a considerable number of these points can make plenty of interesting choices. For example, if you purchase five levels of the Warrior skill, you get twenty competence units. These could be used to select subskills like discuise and tracking (one competence unit each), shield (one unit), dagger/knife (one), long one-handed weapon (two), unarmed martial arts (four), quarterstaff (three) and sline (two). Again, as with skills, most sub-skills have levels of proficiency; each level in a particular weapon gives a The basic procedure for spell selection is similar to the one just

outlined: Players with the Sorcerer or Shaman skill get 25 "spell purchase points" for every skill level purchased. The Sorcerer or Shaman skill level determines a spell's maximum power level. Most snells have many levels of intricacy; higher levels cost more and take time to learn. The TPH lists 194 spells, but so many of them include different levels of effect that the actual number of spells is much higher. For example, at its first level, the flicitation spell simply provides the caster with a hazy mental picture of the last person to handle an item: just one higher level of the spell enables the spellcaster to ascertain how "marrically powerful" that person is: and so 00

Actions

After you've determined your character's profession, income, and what kinds of expenditures you have to deal with food, armor. clan contributions - these things can really add unit, you're ready for action. Each action a character attempts is given a time rating in one-minute turns, or six-second combat rounds. Actions which can be performed within a single six-second combat round are given an action point cost. In addition, each character has an action rating (based on Dexterity). A character rated for five action points could jump down from a ledge (one point), strike a blow with a dasser (two points), and dive for cover (two points) in one combat round -

Any time a character tries to perform a particularly difficult action, he or she (or it) makes an "Adventure Roll " This is when the basic attributes get a workout! In the preceding example, the character would make two Dexterity rolls - one for the jump and another

for the feeting doe for cours. All your basic statutics come into play, for Adventure Rolls in various situations

Combat

You're given a combat value based on your height, strength, and build statistics. Combat values range from =5 (insects) up to 14 (really tough creatures). Your combat value is added to your sub-skill. level with your particular weapon (if any) to determine the final combat value

To see if a hit is scored, the attacker's final combat value is comnamed with the defender's value on the hand-to-hand combat chart This yields a "to hir" number. If the attacker rolls that number of less on necrentile dice, a hit is scored. A beginning character usually has a 40% chance at best to hit anything - and against high-ranking defenders, the odds get a lot worse!

Each type of weapon has its own damage chart. Damage is determined by rolling a d20 and checking against the chart. Shields absorb some of the damage done by a successful attack. Small shields protect the user 20%, of the time, while a large shield provides protertion at a rate of about 60%. If a hit gets past a shield armor fifany) absorbs some of the damage

In addition to the basic combat system outlined above, the Swords & Glory rules cover missile weapons surprise unarmed martial arts, artillery, wounds, morale, damage from falls, damage from fire, hitting specific body areas, and virtually every other evenhulity

Magic

The somery system is compley, but easy to learn. All spells fall into a phylum (determining who can and cannot learn a given spell). and a category - either "Psychic" or "Ritual." Psychic spells can be used under virtually any conditions; they require no gestures or speech. Ritual spells require full use of the arms (for pesturing, presumably), and equipment of one sort or another is necessary. Most spells, regardless of phylum and category, can be prepared and cast in a single combat round.

Each spell has a psychic power cost: your psychic point total is figured from your Intelligence, Psychic Ability, and Psychic Reservoir. You draw from this total when casting a spell. Use these points wisely: it's quite possible to blow them all with just a few incantations. And your recovery rate varies: after your character rests, you roll percentile dice to see how many points you regained. Bad luck can keep you waiting a week or more to return to full strength.

Character Advancement

You gain "victory points" by defeating opponents or using spells effectively: these can be spent to increase your skill levels or buy new skills or snells. The most important skills cost 2000 victory points for each level gained!

Characters can improve through study and practice as well as through successful adventuring. However you go about it, learning something new takes time; it's not instantaneous.

Conclusions

Do Swords & Glory's parts combine to make a good game? The nswer is a definite "yes." Although there are times when your head begins to spin at the sheer depth of it all, careful reading proves quite rewarding. Professor Barker's writing style sparkles with wit; and there are subtleties to the Swords & Glory system that can only be erasped by reading the rules yourself.

It seems clear that some parts of the game could be ignored in

"We cannot keep your Tekumel from drifting away from mine. This is as it should be. You have just bought MY Tekumel. Now make it YOUR Tekumel."

Tekumel Source Book

the ton enmer in the field

order to quicken the pace — this is especially true in combat. But as Professor Barker points out (in the interview on page 20), it's a lot easier not to use what's provided than to spend long hours trying to fill in gaps in the rules.

Ill in gaps in the rules.

Swords & Glory gives players a sharper sense of reality than any other game on the market. These volumes chronicle a logical, consistent world that never ceases to amaze. Exerything is well-thoughtout and nothing ever seems contrived or silk.

The Telumel Source Book and the Player's Handbook are lammed with interesting information and it need handly be said lammed with interesting information and its need handly be deally very complete. Players looking for a fivolous romp in the world of fairtasty had better look elsewhere. There is nothing but substitute here, and you'll have to spend some time ingesting the information. It's worth five effort.

The Swords & Glory system does have some problems. The first is the price. At \$25 for the Source Book, \$20 for the Player's Handbook, and as least \$20 for the iorthcoming Referee's Handbook, \$&G is running a heity \$65 for the set. That is quite an investment if out the price you'll like the system.

There are ways to save money, however. The Felsome Source Box on the used with your favorite game system, so you don't have to buy the Physe's Handbook. And if you're not save you'll like Tekumel, read The Man of Gold, the EPT novel. If you like that book and the world it depicts, you'll most likely find Tekumel an enjoyable place to go adventuring. And of course, several people in a yamne granus, can share the cross to the books.

Other problems involve the physical construction of the books themselves. The large staples used to keep the pages together also prevent you from photocopying vital information without splitting the book. The books' covers started to separate from the pages in our copies after one week of moderate use. In addition, both sulebooks could have used another round of proofreading. There are a number of typos, and in one instance, half a paragraph was left out completely! (The bottom section of a paragraph on page 32 of the Source Book is sust missing).

In conclusion, the Sevorit & Clory game vision has gotten of to a distalst.— I somewhat complies, wat with these two volumes. It's a shame Sevorit & Clory is coming out so lake in the game, as it were, and that the field is so crowdowl with RPCs. Almay people will probably pass on the game because their shelves are already (1004-004) pass on the game because their shelves are already (1004-004) pass on the game because their shelves are already crowdown of the control of the contro

SWORDS & GLORY VOLUME I: TEKUMEL SOURCE BOOK, THE WORLD OF THE PETAL THRONE (Camero-ence: \$25. One 88" x 11" 136-page book; one 21" x 27" full-color two-sided map. Generic supplement designed primarily for the Empire of the Petal Throne (Swords & Glory role)playing systems. Published 1983.

SWORDS & GLORY VOLUME II: TEKUMEL PLAYER'S HANDBOOK, FOR ADVENTURES IN TEKUMEL (Camescence), \$20, One 85" x 11" 240-page book; one 85" x 11" 6-page "Combat Summary"; two polyhedral dice, Published 1984.



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INTERVIEW



Profesor MAJR, ("Nebhamma" Akda ilkahman" – he is alo krown as "Pille" – ih hen en preferora, "Baker a "semanti filly" rean old. He is of british, German, and Pemoryhania Dutch filly "rean old. He is of british, German, and Pemoryhania Dutch PhD. In Linguistics – the his knieded cerebra(» Indian, Pikalia, and elsewhere, and has taught in both the Uhleid Sieses and Gada. He is normally all pillorises in the Department of South All Condigitation of the Condigitation of the Condigitation of the Microsophilia. Faul. He is heat between the ordered a Clary (Sagla Microsophilia. Faul. He is heat brown to modere of Space Game for its faquite of the All Homes (EPT) and between 8 Gaday (Sagla of Code (DWW Bools, 1994. This interview was conducted by sent in July 1994. He gentions were completed by Prefetoric Ram and 100 July 1994. He gentions were completed by Prefetoric Ram and 100 July 1994. He gentions were completed by Prefetoric Ram and

1: Swords & Glory

Space Gamer: Why did you decide to publish a new version of the FPT rules?

In the CHE Was really a "Interpotentians" releptiving game, has selfered from many of the same publishmen that not riginal Deep soon. B Diagons Gil. Never games had bester mechanics. TSR mappended by producing their Advanced Deep soon. B Diagons Lindows and Diagons Lindows. Deep soon of the Diagons and Diagons Lindows. Deep soon of the Diagons and Diag

SG: What problems did you encounter in the redesign of the game?

Barker: Aside from the myriad problems of game ballence and mechanics, the major issues were what to include and what now. One could expound for pages on magic, customs, on this or that society. I am 3fill not astified, and there will probably be further.

refined versions — if I live so long! SG: What influenced you in the design of the new rules? Barker: Various "state-of-the-art" sames save me ideas, but I

M. A. R.

Ba

carefully avoided "cribbing" from any of them. I wanted to include better magic and combast systems, which have both become a bit too better magic and combast systems, which have both become a bit too lengthy and unwieldy. Mees for shortening combat are provided in the Referent Manual. I wanted to put in an index to the Source Book, but this could not be done for various technical reasons; it may appear later. All of this tesms from my strong desire to provide a systematic, structured view of Tellume! — and to make this some-how compatible with a playable gard.

how competible with a playable game. SG: What are the main differences between the first rules edition and the second?

Barker. Everything is different about the new rules. They are based on a bally hew system. Character generation, "experience," character development, combat, magic — all are restructured from the bottom up. Thirties are now more complete— which may distany make them. Many gamers are now polysing the new rules, and abough these are some who prefer simplicity— and would dearly love to have an indext — most have adjusted nicely. After all, if them available memors that the complete common to the many distance of the common than the common

generate them on his/her own.

SG: Even so, there seem to be several things missing in the new
rules edition: specifically, such things as the statistics for the various
creatures of Tekumel and the "Eyes" reduced to gaming terms. Will
these be forthorming in the rountisted refereit's bond?

Barker. The creatures and magical items are indeed in the Referred's Manual. This is now verging upon completion. Until it is published, I advise players to use the old BPT and "wing it," with both lyssems): Devise quick, impromptu statistics for combust with creatures, and make magical items that contain one or more of the regular spells listed in the Player's Manual. The Referred's Manual also contains achieve on encounters. NPCs. scennics, etc.

SG: Do you think that the current lack of EPT-associated adventures and supplements is a problem — especially when you compare EPT/SGC to such games as Traveller or Dungeons & Dragons with their dozens of supplements and adventures? Barkers Modules and supplements are a priority for Tekumel

Games, Inc. [she new Minnesota-based company supporting S&C
— Ed.]. Were financing to become available, these would swiftly appear. Two have already come out this year. Tekumel Games already markets several books written by me about various aspects of

rker

Tekumel, it sells miniature figures and a set of wargaming rules for Tekumel, it also has subsidiary items, such as troop lists for the Five Empires, maps of the Northwest Frontier of Isolyanu, etc. Depending upon funding, all of these will be eshanced and expanded. [For reviews of these products, see pages 26-28].

SG: What kind of input do you have on the various EFT products

— i.e., the miniatures, the artwork that appears in the various books,
the adventures, etc.?

The automates, etc.). Barker: Most of the antwork done by others for Tekumel is seen and approved by me, although a few items have slipped assist town the copyrights, and one of the filmings I insert into any contract is my absolute right to approve or veto arroords, figures, names, places, or items of culture that do not fit People do produce modules and articles and artwork that is not seen by me originally, but I must always approve of it pefore letting it can rive Televanel nature.

SG: Can you elaborate on the complexity of the game, and the relative ease of running a game of EPT/S&G if you are not M.A.R. Barker?

Barker: The same is complex — no more than Advanced Dungeons & Dragons, Chivalry and Sorcery, or a somewhat complex campaign of RuneQuest. It can be run by others than myself - this is proved by the fact that there are several groups out there already doing it. A referre has only to nick and choose the elements that his/her players enjoy, roll up characters (the Referee's Manual contains a checklist for this, and use as much or as little of the background as he/she wishes. Tekumel players can also keep in touch with the current "real" history of Tekumel by writing to Tekumel Games, Inc., 1278 Selby Avenue, St. Paul, Minnesota SS104. This is not necessary: Anybody who buys the game can devise a campaign, develop its history and salient features, introduce creatures or ideas from other games, and run a game according to his/her own lights. I have often been surprised by the Tekumel-realism that some of these other campaigns have engendered: things that I have cheerfully incorporated into Tekumel's current "real" history, if the authors wish. For example, a same run way out in the town of Fenul on the eastern fringes of the Tsolyani Empire fitted so well into our own campaign that its author was granted the Governorship of Fenul and now regularly sends in reports to the Imperium. Another group has developed a complete island in the southern seas: It, too, will be added. Another distant player occupied himself with the politics of the Temple of Thumis: he is now Grand Adent, and his character is mentioned in one of the novels. It consult the campaign does not interfere with the "real" history (e.g., kill of the Empetor, sea caul wax, destroy the temples, etc.) it — or elements of π — can usually be fitted into Tekumel's "real" history, published into Tekumel's "real" history, published into Tekumel' journal, and made available to other games. The vertismilitated is astounding.

SG: What information is most essential to running a good game of EPT?

Select. A referee should explore the Source Book and the Filtery Admand, select as the fig. a, specific or excessive, for an about its events of the select of the select of the control about its events of the select of the select of the select of select of the select of select of select of the select of select of

SG: Any tips for prospective EPT referees?

Barker: There are combat and sorcery supplemental sheets with the Player's Manual, and a referee can soon learn which tables are constantly needed. Filling out all of the character sheets is also useful, since these contain spaces for needed dice rolls. Combat values.

spell details, etc.

SG: Any tips for prospective EPT players?

Barker: Flayers, loo, should by to learn the system. I myself depred heavily one players is keep stack of value, spells, not a depred heavily one players is keep stack of value, spells, notice depred heavily one players have been a spell flat blue to can remember a rule, even when I wrote it myself! flush lave a femily rule usery in my groups who can magazially find the right table and advise offices. Players need mainly the abovened to the seminor flow and the stack of the companies of the act, to be semones from another time and plaze, to that act, to be semones from another time and plaze, to the act, to be semones from another time and plaze, to the semones of the seminor of the seminor of the seminor of the seminor of T-barmelm semis fice, not to be just an American in a furny tuto is T-barmelm semis fice, not to be just an American in a furny tuto is an act to be growned or glored down. "Tekumel is, by American standards, a cruel and violent place: human sacrifice, slavery, violence, huge and totalitarian states, etc. My heroes and heroines accept these things as part of their daily lives and go about their business."

2: Barker

SG: Considering your many interests — do you see yourself as a

"Retailstonce Main" I Publishe Needlikel Nei jimmen Barkern A "Retailstonce Main" Publishe Needlikel Nei jimmen Barkern A "Retailstonce Main" Nei jimmen Carl, fly a plane, play quidoce sports, or do very many of the things modern Americans some longhi. Neivo Maint his nont the hersold your creation, of course! do a long flow and produce of the post of the sport of the sport of the sport of the sport of the post of the sport of the post of the sport of the sport of the post of post

SG: Do you do your own EPT artwork? What media do you work

Barkers I do a lot of EPF antwork. Not all, of course, lenjoy doing per-and-link drawing, but for ministure figures and other items, led quick pencil sketches. These are handled on to artists who do a lot better than I can do. Of course a good part of the original antwols of EPF was done by me over a period of many years, but many others have since come alone to felter.

SG: There are rumors that you carve your own miniatures for

FFT is his tree! How many have you cannot?
Safetri I did cree brothest of wooder ingress for Telumei when I
Safetri I did cree brothest of wooder ingress for Telumei when I
Safetri I did cree brothest of wooder ingress for the first for years, and all of the present EFT ministense are done by
other from diswings of mine. At one title must have held at housard or so wooden (iguers, but most of these were loss during my and
safety of the wooder ingress, but most of these were loss during my and
but one summer we ded builded a light infrime-loss squared model of
one of the temples of Virnahi, right down to the familiare and the
will mustak. We the his stronded to below at conventions now, and
will mustak with the his stronded to below at conventions now, and

SG: What do you think of the commercially available EPT miniature?

Barker: Most of the current miniatures are very nice. They were caved by some of the best in the business. They are made exactly according to my drawings and specifications. More are in the works, SG: Aside from EPT/S&G, do you have any other favoring games?

Barker: I play miniatures: wargames with table-top lead figures. I have a good collection of figures, ranging from ancient Fountions, to Persians, to Greeks, to Macedonians, to Mayans, to Normans, to early and late Medievals, to fantasy. I do not like gunpowder and thus have little experience with anything since the invention of the first cannon. I have written a set of siege rules which is so monumental that no one will publish it: about 400 pages! I also have campaign rules. We have played a variety of systems for ancients/medievals (written by my yeary distant cousin in England, Phil Barker), but now we are using a set of local rules written by a friend. Peter Panchyshyn. These are unpublished but fun. Lalso have devised other games: a form of Monopoly based upon the Mushal Empire of India, etc. Other than these, I play whatever people enjoy: Illuminati is a favorite, bridge and poker, etc. I used to play Dungeons & Dragons. but this has been put aside due to lack of time and an available and good - referee lately. I don't play many boardgames anymore. although I used to engage in SPI's ancient/medleval games once in awhile. Other than these? I'll play whatever my friends want to play, usually, and enjoy it.

SG: How often do you came!

Barker: We — my EFT players — have gamed about two ornings per weld for seem or eight years now. We try to game minitures at least once per month. Our EFT sessions last 2-4 hours, and in the service of the service of the service of the service of the property of the service of the service of the service of the service of pm. We sometimes used to game EFT all night and end at dawn, but responsibilities; lead oil all self-bar causht up with me.

SG: What is your favorite music?

Baker I am not very musical. I do enjoy Indo-Pakistani classical music and various pre-1900 Western classical composers. I am, hence, a museum-piece as far as most modem folk are concerned ... I have indeed truic my hand at composing temple charbs and misaals for Tekumel, but these are thoroughly amateur and "for fur".

SG: What are your favorite books?

Barker Hard to say. I have read science fiction and fantary since the September, 1938 issue of Amazing Stores. I have a signatic collection of Urdu literature, about a thousand handwritten materips in Urdu, Anabir, Persian, etc. a goodfish garbring of texts on ancicentimedieval history and warfare; lost of Anglo-Norman English history morth Englisholay; a smaller literary on the Mayars and other cultures of Meso-America; and a shell of books on western astrology. It is impossible to pick from all these.

3: The Roots of Tekumel

SG: What are the origins of your game?

Barker: EPT originated as my response to science fiction/fantasy. as I discovered in the old "pulps" of the 1940s. I have always had some sort of fantasy world - many children do - but my temperament led me to organize this, codify it, and try to write stories about it. I drew upon my interest in ancient Egypt (I was studying Egyptian hieroelyphics when I was about 10 years old), the Mayans, and ancient/medieval Europe and Asia. Mix these with science fiction/fantasy, boil well, and out came Tekumel, I added many features later as I continued my education; some from anthropology. some from linguistics, some from history and religious studies. Various friends who were interested in other aspects provided expertise on subjects I had no competence in: planetary movements and astronomy, geology, and the like. We - several friends and i -"played" Tekumel long before there were any rules of any kind; we took characters, carved wooden figurines, made building models. drew maps, did artwork, and generally had a good time. There were no combat rules at first, but later we developed a primitive system of dice-rolling, and a lot of other things. The "Underworlds" were originally just sketched, but we got around to graph paper later, and I even went so far as to make physood models of "dungeons" to use. During this period I developed my own player-character (whose identity remains a secret), and we "gamed" in various parts of Tekumel. I wrote stories, exchanged these by mail with other buddine writers (Lin Carter was one of my best and strongest critics), and accumulated rejection slips from the "pulps." After I went off to India, however, I put Tekumel aside and did "serious" things with my academic career. Occasionally, if the audiences were right, I'd take out some of the early maps and notebooks and discuss them



EMPIRE OF THE PETAL THRONE 96-page rule book and map \$12.50 retail

Rules for fantasy adventures and campaiens in the alien world of Tekumel.

SWORDS & GLORY VOLUME 1, THE SOURCE BOOK. 156 pages of in depth decitia about the world of Tekunel. It covers astronomical data, climate, early history, listorical empires, physical ethnology, family, lineage and clan, religion and magic, social groups and institutions, organizational structures for general entering the properties of the properties of





SWORDS & GLORY FOLUME 2, PLAYERS HANDROOK. 240 pages of textumed fall of data about necessary and optional pairing aids, establishing characters, providing background on retigions, clans, familie, skills, and substills of each class. Professions, incomes, expenditures, prices, character development, skill development, changes in social status, time scales, terrain and movement, regional maps, city maps, buildings and underworlds, larger combats, adventure actions and fimings, combat and magic are also covered. All pertinent magic and combat tables are printed as second time, on a quick reference summary booklet, to facilitate game play. This work comes boxed with a notherlar falle. \$2.000 retail

THE MAN OF GOLD BOOK, authored by Prof. Barker, is published by DAW Books and is currently available in most bookstores. His second novel, FLAME SONG, is projected for release in June of 1985.

DEALER and DISTRIBUTOR INQUIRIES INVITED

If your local hobby shop cannot get these works, tell him to contact Gamescience for the names of local distributors who supply it. Also ask for the comprehensive listing of additional Tekumel

GAMESCIENCE

01956 PASS ROAD GULFPORT, MISSISSIPPI 39501 (601) 896-8600 "The idea of Tekumel came first, plus a desire to write fiction about it. Empire of the Petal Throne was secondary."

with others, but it mostly lay in my attic for years.

SG: What are the literary roots of your game, especially in regards to such authors as Jack Vance — namely the Planet of Adventure and Dying Earth series — or Clark Ashton Smith and A.

Barker: I read copiously, as I said. I was thus influenced by almost any and every writer you can much Howard. Moretti, E.R. almost any and every writer proc can much Howard. Moretti, E.R. came along, I think, only in 1951, and I loved I. Thereafter. Technurel veered a little toward. Vizere's type of universe, though mitius the stoogly science-fictional elements he uses. Talkunel and the stoogly science-fictional elements he uses. Talkunel period and the stoogly science-fictional elements have uses. Talkunel Baghdad: Sign of the Coras, and many others. I loved the old Jin Hall/Mark Monite/Salad Furbina Rey probalers. All of these things, but the arthropological and historical soil memoisce before, have

SG: What are the personal roots of your game? I've heard a rumor that you first thought of EFT after a series of dreams you had as a child, is this true?

Barker: No. no "dreams" or mystic visions. I have always had some sort of Telaumel. I don't really know where the first idea came from. The Tsolvani language (and others) also do not seem to have identifiable roots, although my interest in foreign languages probably came from living next to Basque neighbors when I was a child in St. Maries, Idaho. My little playmates could speak a language that I did not understand, and keep secrets - which frustrated me no end! I think that I started to "invent" Tsolvani at this time, although I have no present recollection of doing so. It has now become so ingrained that I have developed a sort of mental trick: Ask me for any word in Tsolvani, and I seem to be able to shut my eyes, think a moment, and then come up with it. This does not mean that I know and speak Tsolvani fluently - I forset words and have to look them up. just as I do with Lirdu or Arabic. I developed the Tsolvani script at about age 12 - I had not then studied Arabic, but the script works rather like Arabic: right to left, consonants written on the line, and

vowel diacritics above and below. How I did this I do not know. (I) probably read about it but do not now recall doing so.) The same with the other scripts and languages: They just come. SG: Have your professional training and religious beliefs had any influence on the game or on the world of Teksumel?

Barkers My academic training has certainly had a huge effect upon Telumeri antiopology, history, inguistics, etc. My own perture of the property of the property of the property of the not join blan until 1992. Ung after Telumeri was created and code indicated the property of the property of the property of the would horry's any Muslim, or conserve but their fasting writtens and only of the property of the property of the property of the only of the property of the property of the property of the only of the property of the property of the property of the only of the property of the - nor are they put in to create a view of something to be avoided they are there for "story" purposes. Tekumel is, by American standards a couel and violent place human sacrifice slavery violence huge and intulitarian states etc. My hornes and hernines accent these things as part of their daily lives and go about their business. I do not think that "sex and violence" so far removed from the American scene has much deleterious effect upon adult readers (though one might argue that younger children should not be exposed to the doings within the Temple of Vimuhia or the ordes of the Goddess Diamelichii it is rather like seeing a movie about a far-off time and place: One can watch Spartacus and see whippings, crucifixion. slavery, and all sorts of things and never be much affected. The very same acts would be borrifying if the movie were to be about modern Los Angeles or New York, however. Sex and violence really seem barmful - to me, at any rate - if they are relevant to our real fives. SG: How much influence did the original Dungeons & Dragons have on the original version of EPT!

Barkers. The original Dampsons & Dragons give me folios, a formus, a system. I decided that if all not propered a bolistic work, however, and my letti attempts to put Tellumel into a gaine format between the property of the property of the property of the best with part of the property of the and that the could be put into a gainer format and amount emerts in some of the gaining splits — interested most. I wint the version, property of the property of the

SG: How do you feel in comparing EPT/S&G with other roleplaying games, including Dungeons & Dragons, RuneQuest, The Fan-

tesy Trin. Tunnels & Trolls. Call of Cthulhu, and others Barker: My effort in EPT was to add more of a "world" to the sorts of things we did in Dungeons & Dragons. Tekumel is an integrated, whole-world system, originally designed as a background for use in writing science fiction and fantasy, but it fits so nicely as a background for roleplaying. I played Dungeons & Dragons almost from the first day that it appeared here in Minneapolis. I enjoyed it very much, but the unrelenting "dungeons" and lack of anything much to do once one had "returned to the surface" after an adventure soon palled. This has been much felt by other gamers, and the results during the past decade have been quite good. The Rune-Quest system and worlds are fascinating, and Call of Cthulhu is very exciting. I have not played The Fantasy Trip or Tunnels & Trolls. I have enjoyed Chivalry and Sorcery, but we have never tried to game it. The same is true of Dragonousest and a whole host of recent sames: Many appear repetitive, although with ever-better game mechanics, while others have simply passed me by SC- How did TSR come to market FPT?

Barken 1 did not wish to publish BPT originally, but Michael Momand, who was a freed and fellow-gamer with Cary Crypax, convinced me to approach TSR. I sent Mr. Crypax a set of my rules and maps, and he responded enthusiastically. He advised me to make certain changes to make BPT more compatible with his major product, Dungeons & Dragons, and this was done. TSR then published the same in 1975.

SG: What do you shink of the treatment TSR gave to EPT1 Barker: TSR's original version of EPT was quite splendid for its time: glossy plastic maps in color, a nice booklet, etc. I was impressed. The game turned out to be a bit too expensive for many, however, and EPT soon got the reputation for being the "Cadillac" for foleplay-

ing games.

SG: How did Gamescience come to pick up EPT?

Barker: TSR later decided that EPT had more or less run its

course. I do not know exactly what their thinking was, but they eventually allowed the game to lapse, and when the opportunity to sell it to Gamescience appeared, they sold all rights. SG: What do you think of the current marketing of EPT/S&G!

Barker: Gamescience has had certain problems and constraints which are not my business, nor which should be discussed in an article or interview. They are trying. One could expect glosser, slicker production, more adventising, etc. if one were associated with a larger company, but this has not transpired — and might not be entirely to my or Tekumel's benefit. Things do appear to be brighter for the future, now that the first novel is out.

4: The Man of Gold

SG: How did The Man of Cold come about? Barker: Man of Cold is, at last, the thing that I intended to do

own where Med No Cools is, at last, the thinking must a tenencies of with Feb. Level 3 along writes science (incloralization, it was also years with Feb. Level 3 and the science of the science of the science of joy writing, I only storytalling, and I must admit that gaming on Feb. Level 1 and very famous game desligate once said, "We should not tell people that they really do not need any rules; just being a good soutyteller makes a game onlyable. A good reference needs no rules a poor once can have all the rules and background materials in the world and

still not have a good campaign.")
SG: Why an EPT novel?

Barker: Why not The idea of Tekumel came first, plus a desire to write fiction about it. BPT was secondary. The world provides enough interest to sustain many novels, I believe, and this can only be proved or Lipsovad by puring out a novel or two out seeing if people will buy it. In this way, I am hoping that Tekumel will be as interesting a background as "Avords" words, as Howards, or as meet to "justify" a novel about Tekumel, any more than Vance need to "justify" a novel about Tekumel, any more than Vance needs to justify a novel about Tekumel.

SG: Where did the idea for the novel come from? Barker: Who knows? I have many plotlines, based upon "current events" on Tekumel. I chose one of these that looked interesting to

me, and it got written. SG: Is this an adventure or a campaign that you have run or

played in Barkern No. The characters of Man of Gold are not gamecharacters, although some of the secondary characters are: the imposite Pinness, the heats of semples, the Baron of Yan Kor. All off thoses are indeed mentioned in the Source Book and other materials, but hey are not central to the novel. The here, Hassian, and his adventures fit not Telcumel's "real" history, as do most of my campaigning games, but more of my player characters knew or him or had

ever met him in the game.

SGI Did you receive a lot of encouragement from DAW Books?

Barker: DAW Books was tremendously encouraging. Donald A.

Wollheim wrote letters to me ever since he saw a first deaft of the
first six chapters. He has been most supportine all allons.

SG: Will there be more EPT novels?

Barker: Yes. Flamesong is already in DAW's hands. The third novel is begun, and the long-term plotlines of novels four and five are vasuely in mind.

are vaguety in mind.

SG: Can you tell us anything about them, or when we can expect them?

Barker Flametong should appear next year — It takes about a year to work frough a publisher's pipeline. It deals with totally did ferent characters in a different part of Tekumel, but it ties in with the present political situation neatly and gives some insight into other groups' activities in the constant intrigues and warfare. A few of the player characters do appear in Flamesong, although again not as prisense of the present part of the present part of the SGA Ant there any EPT films in the officed.

Barker: No. Wish there were. I'd love to see a film about Tekumel.

5: The Future

SG: What future EPT products can we expect to see?

Barker: Maps, modules, more Journals, more miniature figures, more books, more novels. Telsumel Games, Inc. has just been formed and it is changed with producing these items and selling them.

SG: Who else is licensed to do EPT products?

Banker: Gamescience is licensed to do the game itself, and it has
the right to produce other items. This has not yet been done, however,
and Gamescience seems willing to permit other, smaller companies

"Ask me for any word in Tsolyani, and I seem to be able to shut my eyes, think a moment, and then come up with it."

to produce TelsumeI-related items. It — and I — have the joint right tool this licensing. Thus far, we have licensed only TelsumeI cames to produce anything related to TelsumeI. We hope to hold it to this one central company scale from Gamescience, and aside from DAW Books, which produces the novelto others will not be licensed unless they work isomehow through TelsumeI Games. The restored are obvious. I currently hold all TelsumH-related copyrights (as far as a few local, and Camescience, TelsumeI and Camescience). The value of Games call will not for our large time the produce of the company of th

SG: What is the future of EPT?

Barker: I haven't a clue. I hope it succeeds and makes people as happy as it has made nover the years. I also hope that it gives an impelts to others who are designing their own worlds and game based upon them. Many have said that this is already true: There are fantasy figures not for use in EPT that look very Tekumelain, some games with EPT-like cultures and features, etc. I with them all well.

SG: What do you see as the future of gaming as a whole Barker: A large and tricky question: Gaming is a "fad," of course, like so many other American pursuits, it will undoubtedly continue to be enjoyed, but it may expand or contract according to various social factors and a fickle public. Now that this type of "cooperative and interactive oral fiction" has been developed (I refer here to roleplaying games). I believe it will continue to be a feature of our lives. but it may take unpredictable forms and develop in ways that are hard to see. The games are getting slicker, better-organized, more comprehensive, and cover a wider range of backgrounds (e.g., Chicago in the 1920s. Players are increasingly more sophisticated and demand better products. The games are also becoming more ane-stratified: Some games appeal to younger players, others to older ones - although here the dichotomy is not exact. Some younger players are better roleplayers than some adults. What is needed is imagination, an ability to dramatize and act as someone other than oneself, an openness to other cultures and periods, and a social milieu that encourages sitting around a table for several hours per week playing. Not everyone has this, and I cannot see any type of gaming replacing football or baseball! (loke.) I thus think that gaming will continue to have a good audience, though this may increase or decrease according to other factors. The Star Trek phenomenon, for example, has reached a very large segment of the public through the television series and the movies: the game based upon Star Trek thus should be very popular - until something else comes along. Your question really demands a book - or two or three books by various specialists - and cannot be easily answered

ven so. SG: What is the future of M.A.R. Barker?

Barker: "Mad-haa-Allah," as it is said in Arabic: "Whatever God wills." Cannot say, except to not that I'm enjoying myself help and doing things that I have always wanted to do. I enjoy teaching too, and bence I shall probably continue on at the University until retirement (I'm in my mid-50s now), I shall keep doing EPT until I finally set too senile to troe, and that, I suess is that.

CAPSULE REVIEWS

Tékumel Products

by Frederick Paul Kiesche III

SUPPLEMENTS

THE TOMB COMPLEX OF NERESHANBO
(Tekumal Games, Inc.); \$4.95. Written by Mark
Petitignew. One 69" x 11" 19-gage book. For one
to five beginning to Intermediate-level players:
playing time Indefinite. Advolutes for the Empire
of the Petal Throne and Swords & Glory
rotplaying systems. Published 1984.
The Tomb Complex of Nereshanbo is an indecoration subrelains advolutes for use with the

S&G roleplaying system (although, with a little work, it could be converted for use with the older EPT system). Nereshanbo hiVridame was a "Mrivan" ("Bishop") of great power during the Second Imperium of Tsolyanu. He died under mysterious circumstances and was interred in a large tresh near the city of lakalla. As the years passed, priests of the various "Lords of Change" frequented the tomb Additional moms and vaults were added, undead quardians were installed, various private and dangerous experiments were carried out. Then during the reign of Kurshetl Nikum I, the 50th Seal Emperor of Tsolvanu, the tomb complex was abandoned and almost all second of it was blotted from the memory of man. It stood silent until discovered by the player-characters of the adventure . . . This adventure is a good introduction to EPT/S&G for beginning players in that much of the action takes place in the familiar "dungeon" environment. There is a good sense of balance in that the module is not overloaded with treasure. and the treasure that is present is offset by monsters and creatures powerful enough to make the player-characters earn their keep. However, there is probably too much hacking and slashing in this adventure. Having more intellectual puzzles for

people to work out — counterbalancing the lighting — would have been nice.

This adventure makes spool use of the informatton provided in the various EPYS&G supplements. Descriptions of costumes and temb aerthecture corne from the Source Book, while the Book of Ebon Bindings has provided some nice decentions and nitualistic details. These "roundingsout" details provide an additional "homey" touch.

The only puzzling part of the adventure is the referency map provided with the adventure is the referency map provided with the adventure. Single or paired numbers (e.g., 3-4, 1-6, etc.) are noted at the entrances to many of the rooms. If not thought this might be an indication of what one would have to roll in order to open a door. However, there is a different procedure provided in the text of the adventure. Nowhere are these mysterious numbers explained.

Tomb Complex overall is a good starting adventure for BF158-G. It will be interesting to see what etc. Petumel Cames has in some for us. If it can increase the intellectual portion of its adventures, and contensor to delve into the large amount of information provided by Professor Barker as badgiound, the quality of these adventures can only improve.

A JAKALLAN INTRIGUE (Tekumel Carnes, b.; 54.55. William by Mark Petiliprew. One 8H" x 11" 23-page book. For one to five intermediate-level players; playing time michet, Adventure for the Empire of the Petal Throne and Swords & Glory soleplaying systems. Published 1984.

A Jakallan Intrigue is a rare bird among FRPG adventure modules — an adventure which is less another fred session of "kill-dub-monstees-andgrab-dub-treasure" than an exploration of the Tsolvanu society of the planet Telsomel.

In Intriese player characters act in conjunction with several non-player characters acting as quards, assistants, etc., in the city of Jakalla. lukella will be familiar to most people who have played EPT as the city map which was included in the original edition of that game, The NPCs are major personalides in the upper crust of that city - known primarily by their nicknames - "The Black Veil " "The Warner Count " "The Scarlet Count" etc. They are reconsentatives of major nower blocs within Iskalla and within Tsolvanu - the Priestly Party, the Military Party, etc. Each of the major NPCs has one or more goals, primarily information-gathering of various sorts. The PCs are supposed to be hired to participate in a series of events revolving around each of the major NPCs. To say more about these events and NPCs would reveal too many secrets - and ruin the adventure

This is a well-written adventure and will serve as an excellent introduction to the world of Telumel for many people who are unfamiliar with the social establications of Solyanu. There are even a few sub-plots which will satisfy throw who have for fighting or for dangeon-crawing. A high point of this module is the beautiful artivork, of lynetic Schmidt, who did an exceptionally fine job depicting the NPCs who appear in the adven-

There are a few problems, but five are minor. There is no calendar included, and the passage of five days plays an important role as many of the events contained in the module. There is a efficience to an equipment for which was included in the original EFT, but no mention of a similar listing that appears in Swords & Gory Volume B — Teknot Player's Handbook. Seeing that this adventure was uniter with fines rules in mind adventure was uniter with fines rules in mind.

though, with a little work, it could be run with EPT rules as well), this is a fairly important oversight.

But Intrigue is an excellent adventure, far superior to much of what is currently on the marlost. A fine new product from Tekumel Games, indicating that we have real talent working there!

THE BOOK OF EBON BINDINGS (Telsumel Games, Inc.); \$7.95. Written by M.A.R. Barker. One 51%" x 815" 83-page book Gaming supplement for the Empire of the Petal Throne and Swords & Glory roleplaying systems. Published

The Book of Zhon Bindings is a handbook of demonology for Felumel, cuttling the more famous shad inflamous) demons of that place of reality. It contains description of 59 Major and Minor Demons, the history of the Book, and a namestive on miligion on Telumel. Scattered throughout the book are illustrations of various gliphos, thiral diagrees, and symbol essential for contacting and controlling the Demons. Zhon Bindings is one of the most faccination.

of the PT/SAGE suplements, and can provide memors fisco to how to enhalted an PT/SAG campaign. The major sources of information or returned have mostly dealt with the God. — the Lords of Stability and Change, (bon Binding 181 a large gap by providing information on the Demons that many wizards use in their "day-to-day" work.

say Wolk.

This is not a work for immature garners, however. Ebon Bindings is graphic in its discriptions of various Demons and mustis— I'd give it a "PG13" rating if it were it film, "however, there has always been a slightly "griby" side to the religious life or edicined, and Ebon Bindings can be appropriated to the propriate of the proton of the propriate of the propriate of the proton of the propriate of the propriate of the proton of the pro-

Whose Name is Death, Master of the Forty-Sisth Clerks, Service of the Eorty-Sisth Clerks, Service of the Lord of Whomes, Wels, The each Carles, She of the Thousand Acts of Lubricity, Genesiana'a, He of the Mound of Skulls; and others. This book is another fascinating faced of the PFT/S&G game universe, and one well worth exploring if you're not filled of heart!

THE TSOLYANI LANCUAGE, VOLUMES 18-II (Tekumel Games, Inc.); \$11.93. Whiten by MAR. Banker. Two SW "x 8" 59- and 129-page books. Gaming supplements for the Empire of the Petal Thoron and Swords & Glory roleplaying systems. Published 1978.

Totally the investion of MAR. Barker, the

languages of Telesmel odd an extra dimension to the BFT/SAS games, a dimension missing from many other games such as Dungeous & Dragous. The Toolynal Language is meant for real BFT familia:— those who want to get deeply into the universe of Telesmel. Not everyone will be intetested in noun classes, quantifiers, and personal antitude prefixes. However, even if you delive only briefly into the language, it will centarily add a new dimension of missien and excitement to

Volume One is devoted to the basics of the Two Mayari language and includes discussions of prohumication and gammar. This is followed by an excellent section called "A Guide for Travelless" which features many stock phrases and an example of conversation, Referres and players should be able to employ many of these stock phrases, thus incorporating the language into the same with a minimum of work.

Volume Two is an English/Tsolyani --Tsolyani/Tinglish vocabulary, This contains most (if not all!) of the words that one should need in the course of any gaming situation. There is also a section on the right-to-left linear Tsolyani script. Again, this could be adapted to gaming use quite small by writing Fallish using Tsolyani letters.

adding a puzzle to the game. These volumes are highly technical and not for easual reading. Given Professor Barker's linguistic background, they are archinically cornect and a little dry). They are not means for every gamer or referee, but if you want to add an exceptional amount of realism to a game of EPT/SEC, this will prove to be an invaluable guide. "Mose! many thomas tabroth guid chea!"

DEEDS OF THE EVER-GLORIOUS: HISTO-RIES OF THE TSOLYANI LEGIONS (Telsume) Cames, Inc.); \$7.95. Written by M.A.R. Barker. One \$1/4" x 81/4" 102-page book. Gaming supplement for the Emaire of the Patal Thrane and

Swords & Glory roleylaying systems. Decid of the Per-Cloricor coulines the histories of \$5 of the legions in the Empire of Irolyanz. Mentioned here are the great Imperial Legions, such as the Omniposent Azure Legion to the eyes of the Improved, The Risk Legion of Ever-Present Clory, and The Legion of Potent Dectify the Legions of the vision amples — Potential Potential Conference of the vision amples — Phalams of Lord Darrithamiles of the Rottor Fiscer. — Legion of the visions cities—Legion of the visions cities.

and the Legions of the various cities — Legion of Mighty Jakalla, etc. Legions in Tsolyanu are raised in a variety of fashions: by clinect Imperial wit, by Individual towns or temples, and sometimes by individual Lords or Ladies. These Legions become "person-

Lords or Ladies. These Legions become "personified" as time passes. Their deeds are recorded and sung about feats are held in their honor. Legions may die in dishonor and be expunged from the Book of Records, or new Legions may be born, with as much joy as the birth of a new child.

Deed: is a fiscinaring supplement for BPT players. The other BPT supplements and rulabooks have not really detailed the histories and personalities of these important Institutions. Many of these — especially the Omnipotent Azore Legion—play an important role in the departed spatial size of the Imperium. Deeds gaes deep into the history of these various Legions— outlining the birth, important events, and how various advent them. Empreses have influenced them or behaved from Empreses have influenced them of the deep form of the property for the p

Deeds is an excellent supplement for those involved with EPT/S&G. Much of the history given can be used in campaigns on Telumel, to embellish adventures, fill in backgrounds, etc. Highly recommended.

PUBLICATIONS

THE MAN OF COLD (DAW Books), \$3.50. Written by Professor M.A.R. Sarker. One 367-page novel, set in the universe of Telcumel, as popularized by the Empire of the Petal Throne and Swords & Glory soleplaying systems. Published 1934.

The Man of Gold is the first of a series — may it be a long one! — that takes place on the planet of Tekumel. It is a fine novel, much better than other efforts to "novelize" roleplaying games, e.g., Andre Norton's Quag Keep or Rona jaffe's Masses and Mossters.

The sory concerns a priest of Thumis (one of the "Lords of Change") named Hassan. Hassan is a scholar, a student of languages—especially of the "dead" language of Llyani, an ancient empire of the planet Tekumel. Hassan gets caught up in the quest for the Man of Gold—an ancient techniques.

unlayid device of unknown powers. The Basso of Yan Kor is seeking sevenge upon all of Yon Kor is seeking sevenge upon all of Yon kor is seeking sevenge untuk with his own ancient technological weapon. As the book prospector, Herrin is caught in a profited of piths and counterplace to caught in a profit of pith of the counterplace the caught in a profit of pith and counterplace for pith of the pith of the caught Many of the names familiar to players of PFFISAG — Chemal Kentala, Pitrice Erdne, Prance Disch'unc, the Eason of Yan Kor — are excented at the book progresses. Herson also

verse, including one of the Underworlds. I adopted this book immensely. It made I desired come alive for me, more alive than any of the other source materials I've seen. It is especially useful in showing how different Tekumel is from our own society. For example, one of the main characters is "desired" in the

eyes of her society by something that we would accept as commonplace.

The code common the book

The only complaint I've heard about the book is that some field that you need to have played the game to have some familiantly with Telaumel's in order to understand fully all that occurs. While it is true that there is no separate introduction designed to fill in background, the story itself explains all "floreign" terms and a good poron of Telaumel's hardy and customs, it may take a few hundred pages to get it all, but the time spent is well worth? it

I say "Bravo" to Professor Barker and Impatiently await the next Tekumel novel, Flamesong, if you love the fantasic fiction of A. Menrit, Clark Ashaon Seillth, or Jack Vance, you will find a new love in The Man of Cold. An excellent first novel and another fascinating facet of one man's universe— the Empire of the Petal Throne.



Fekumel is a distant world populated by humans who have, over thousands of years, built up a vast and intricate civilization with a legacy of fore filled with gods and demons, alien races, and monarchs ancient, medieval, or still reigning. It is the setting of the prize-winning fantasy-role game, created and masterminded by M.A.R. Barker.

Follow now the quest of Harsan, acolyte of the temple of Thumis, as he goes forth to seek a forgotten empire's superweapon, known only as the Man of Gold...

DAW SUPERSTARY \$3.50 THE MIGHN OF ROLL

M.A.B.BARKER

FANTASY

Tekumet: The Empire of the Petal Throne

The Exclusive Science Fiction and Fantasy Lines Selected by DONALD A WOLLHEIM NEW AME

Distributed by NEW AMERICAN LIBRARY

THE JOURNAL OF TEXUMEL AFFAIRS/THE TEXUMEL JOURNAL (Texumel Games, Inc.); \$9/year. Edited by Jeff Barry. Published six times a year. Caming magazine devoted to the Empire of the Petal Throne and Sircords & Glory role-

of the Petal Throne and Swords & Grey roleplaying systems.

The (ournal is a periodical that has appeared sparadically iso far as I've been able to determines since 1977. Recently, it was acquired by Telayard Carres; the new seamler commany than

is devoted so products related to the EPT/S&G roleplaying systems. Volume III, #9, the issue reviewed, is a transition issue — there are three different typefaces us-

ed in the magazine! The magazine features for pieces of artwork, is made up of 16 xeroixed pages, is stapled, and has many handwritten page numbers, "continued froms," etc. Now from the above description. It would

Now, from the object description, it would so would as IT'm completely paining the magazine. our day a little of the magazine probably rushed out in order to meet an Origina probably rushed out in order to meet an Origina for the magazine, you'll find an invaluable source of the deadline. Our a description of "The Temple of Karakan." by none other than M.A.S. Burker himself. The article is more than a enable of the information given in the various efficience of the complete of the second of the complete of the complete

ctally specifies on the Temples and Pinests or Karakan, War God of the Lords of Stability.

Also of use is an article on "New Magoral Items for EPT" by Mark Perligenw. Fiftees new magic items are listed, with physical descriptions, explanations of special powers, and statistics for "garning" the Items. Especially amousing is "The Marvellous Intipot of Grossorada the Wise" and



"The Talisman of the Blue Lady." Other articles include a description of armor and some brief news items that could be nicely worked into an onesize BFT camaging.

ongoing BFT campaign.

Tekumel Games has a few back issues still available. The company plans to issue a single-volume "Best of the Journal" that would include the most useful and interesting items from past issues. Submissions to future issues are being

eagerly sought.

In sum, a useful item, especially if the company can overcome production and transition problems and start putting out an item of higher needuction quality. Well worth looking at

MINIATURES

QADARDALIKOI ("The Great War") (Tekumel Games, Inc.): \$9.95, Designed by Jell Barry and M.A.R. Barker. One 816" x 11" 65-page book. For an indefinite number of players; playing time indefinite. Published 1983. Not believe a ministeries buff and havine boom

69-page book. For an indefinite number of playeer, playing time indefinite, Published 1983. Not being a miniatures buff, and having been asked to concentrate on items useful for the notisplaying versions of EFT, I can't really comment directly on the quality of there used. However, Qadurdalitad is a well-produced nulebook, well-emtiten, and easy to understand. Although I am still not a ministures buff, I understand that

particular gaming passion a lot more now.

This book does have some use for RPGer. It
describes the Armies of the Fire Empires; the amies of the various nonhuman races: and a large
number of tectical and strategy innervers and
formations. The book is embellished with a large
number of becaused illiburations of various martial scenes. Spetils employed on the battlefield are
described, and must harties and empires.

The book can be applied to the EFF roleplaying game in a variety of ways. Descriptions of military equipment are certainly useful; depictions of all of the Human Empires and most of the nonbruman rates certainly come in handy. An ence willing to work can adapt the descriptions of naval barties and buttle marks to a roleplaying

situation.

Quidardaffior is thus a mixed blessing to EFT
RPCers. Most of the information pertains to miniatures, and will most likely be useless. However, there is much useful stuff for those who are willing to work a little.

THE ABURES OF TREUMER (Telsumed Cames, Inc.); Volume 1 — Trolyson IM.A.R. Balter and for the tree of t

This five-volume series is designed primarily for use with the EFT miniatures rules

Quadradiale. Each volume describes the amineof once at hor learnment members are supergreated description, then it discusses each of the various legion. — e.g., Toolyant's "Omnipotens Azure Legion." MrJ Lipshaya's "Vermillion Batton." and so on. Bitarations are provided for many of the types of soldiers, showing different amament, validation between legions, etc. Finaltion of the part of the provided of the transport of the provided of the provided of the transport of the provided of the provided of the transport of the provided of the provided of the manner, validation between legions, etc. Finaltics of the provided of th

Although much of the information provided is

larged for use with Qualardalitical, there are some items useful to a referee of a roleplaying game. Names, locations, and strengths of various legions can be used in encounters or rumors. Referees can use the illustrations and painting guides

not only for painting miniatures, but also to help in describing people that players encounter. Volumes I and II are typeset using a fairly clean, readable typeface. Later volumes use a dotmatrix printface which is almost unreadable in several places. Whe may home future efforcs will

be reset using a more readable type.

This can be a useful item if you're willing to dig out the information for RPC scenarios. Otherwise, you can probably skip it and your campaign will be just as exciting, Definitely a "look before bovings" item.

EPT Miniatures (Tekume) Games, Inc.); prices vary from 604 to \$35, Sculpted by Bill Murray, Tom Myer, Jeff Barry, and Brian Apple. Produced in 1983.

Tekumel Games is producing quite a line of

BT miniatures. Currently for soon to bel available are a full line of Tsolyani, Yan Koryani and Mu'Uglavyani military figures; a number of inendly nonhumans (Sen, Pe Choi, etc.); several unfriendly nonhumans (Seu, etc.); three creatures; and four classical fisures.

I purchased a variety of Tsolyani military figures, two Black, Sou, a Hluss, and a prietess of Awardie. The miniatures are 25mm in scale, and are nicely sculpted. Most do not require assembly the 5su and one of the military figures come in two prices, and only the Hluss came in more filant two parts. Each miniature was free of flash, highly decalled, and palnietd up nicely and clean-

Problems with the line art few. There is a preportionance of military figures, mostly because the figures are primarily meant for use in the ministures game Quadradikul. There are no "civilian" ministures townspeople, "generic" adventures, etc. Jas yes, and only three females adventures, etc. Jas yes, and only three females, and an Andadai with a jaswelm.

Telumel lends itself to beautiful miniatures, what with the elaborate costumes worn by the prices and priessesses and the detailed armor worn by the military. It is nice to see that Telumel Games has been able to carry this beauty into the

Future Tekumel-related products include a series of adventure modules designed for beginning gamen. Si the time you finish these starter modules, you will be familiar with roleplaying and with the world of Tekumel. Other future releases include an introductory version of the Source Book, more ministures, more adventure modules, and a collection of the best articles from past issues of The Tekumel Journal

Outside submissions for The Journal, modules, adventures, and supplements are being sought.

To order products from Telsumel Games, Inc., send a check for the amount of the products) plus 10% for splinging and handling to:

> Tekumel Games, Inc. 1278 Selby Avenue 5t. Paul. Minnesota 55104

Copies of The Man of Cold should be available at your local bookstore. To order by mail, send \$3.50 per copy, plus \$1 for shipping and handling, to: DAW Books, inc.

New American Library P.O. Box 999 Bergenfield, New Jersey 07621

Tékumel Games, Inc.

Tekumel Games, Inc. is a company dedicated to the promotion of the game world of Tekumel created by Professor M.A.R. Barker and first brought to the public eye in 1975 in the game Empire of the Petal Throne. Working in cooperation with Camescience of ediport, MS and Professor Barker, Tekumel Games is developing and producing a number of Tekumel-related terms.

Since Paturnel Campes is based in the Two Cities, we have discussed in Section 1 of the Company of the Company

source of ideas. Telume Games carries a diverse line of products. We offer a bimonthly magazine. The Imperial Courser. This journal of things relevanted in Includes studies of languages and scripts, suggested rules for covering things such as the Histlatha arents and military service, was newly, chronicies, new races—ampthing on Feksanet.

Imperial Military Journal. Both these earlier magazines have been absorbed into The Imperial Courier. Also, a "Best Of" compilation is being prepared from these earlier magazines.

We carry the entire line of Teisumel ministures, not only the line previously offered by Old Guard and Ral Partha, but new figures well, with more planned. The Northwest Frontier maps give the terrain for the barlefields of the great war between Tsolyanu and en northern neighbor, Yan Kor, to be complemented in spring of 1985 by the Northwest Frontier map.

or set "nonvious rounter stup."

In non-military reaties, we have The Book of Ebon Bindings, the definitive work on religion, mapic, and demonology on Telsumel. The language of Taolyanu, the largest and greatest empire on Telsumel, is presented in a two-volume work entitled, logically, The Taolyani Language, in addition, The Taolyani Language, in addition, The Taolyani Language, in addition, and the tellular transport of tellular transport of the tellular transport of tellular transport of the tellular transport of the tellular tran

less complete, manner than the Language volumes. Teksimel Cames is a young company, having incorporated only earlier this year, with the support of the new Cames clence products and the first Teksimel novel. The Man of Codd, we have a strong growth potential. We are actively seeking submissions of any soin relating to the world of Instance, and expect to be limited only by what we can affect the control of the control of the control of the product of the control of the contr

more of the world of Tekumel available.

Michael Mornard, President Tekumel Cames, Inc.

WERGAD A 3-D UNIVERSE

THE WERGAD EMPIRE WAS AT THE CENTER OF THE UNIVERSE. IT WAS THE STRONGEST AND WEALTHEST AND RULED ALL OTHERS AT THE HEAD OF THE STRONGEST AND WEALTHEST AND THE PART OF THE WASTER OF THE STRONGEST AND THE STRONGEST AND THE STRONGEST AND THE STRONGEST THROUGH INTELLIGENCE CUNNING, STREADTH AND BRAVERY. HIS WIFE YEAR, WAS WEALTHY IN HER OWN RIGHT. TOGETHER, THEY HAD THE STRENGTH OF INFERITED WEALTH AND TRADE STRONGEST AND THEY WERE ABLE TO GOVERN ALL MOST AND ENTIRE UNIVERSE WITH A MOTOR THE WASTER AND THE WASTER AND THE WASTER WITH A MOTOR THE WASTER THE WA

IT WAS THE LONG AWAITED DORTCHIAN RISING AND REPRESENTATIVES FROM ALL PARTS OF THE EMPIRE HAD GATHERED FOR THE HOLLY CELEBRATION. AFTER THE FINAL RIGHTS AND PRAYERS HAD BEEN GIVEN, ALL RETIRED. DURING THE "SLEEP", DUNCAN AND VERA WERE MYSTERIOUSLY MURDERED.

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SHANNONDATA P.O. BOX 208 • UNION CITY, GA. 30291



by Walt Mizia

The most neglected weapon in Star Fleet Battles is the mine. Be it a devastating suchear space mile or a mere transporter bomb, this orphan offers a multitude of tactical options to the player who can be creative with the rules. By making the most of each ship's mine lead, you can increase your combat potential significtualty — and surprise your opponents.

There are many different types of mines available in the Star Fleet Battles arsenal. This article will deal with the two types normally earried by most starshaps: the nuclear space mine (warhead strength of thirty-five damage points) and the lowly transporter bomb (r-bomb), which does ten points damage.

Background

pre-plotted.

The normal mine load of starships in Stars FIGE Battles is twelve transporter bombs per ship. Romalan War Birds, War Engles, and their derivatives also pack a nodear space mine. Mine layers have varying mine capacities, depending on the class of ship. You can lay an effective minefield using the normal lay an effective minefield using the normal lay and effective minefield using the normal lay and exception of the normal layers of the ship of the

mines such as transporter bombs are transported up to five hexes from the ship, using one transporter per T-bomb (Figure I). A shield must be dropped for the entire turn to use this method, and this condition must be announced to the opponent.

While in a regressibility is swy from an owney's line of five can be nately dropped for county's line of five suprass, de. Hydran Helikors and the Enveloping Pleasan Toppedo, can obsert this tractic. Effect of these wappers will affect all shields of a larget insultaneousby. However, the Helikors enquires two teams to load and five, while the enveloping Plasma Toppedo takes three sures. The mine-bying observer can wait for a relandation must to safely

frop masked shields.

When faced with an enemy that can use mainiple enveloping weapons with suggested loading cycles to provide complete coverage every turn, the mine layer has two options: Boef up the general shield reinforcement to mitigate internal damage through the open shield, or foreign using transporters to place mires. reliving exclusively on new-shortd on the other calculations.

That's the other method. Minest can be dropped in hexes that the starship passes through by dropping one mine per shettle bay each turn. Shields stay up, but the mine hexes must be per-plotted. You can drop both suclear space mines and T-bombs this way. Mines laid by starshios in the heat of buttle.

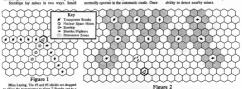
drops through the shuttle bays.

activated, a mine will denotate if any moving object enters its own hers of the six bexes surrounding it. All units in this area suffer the full effects of the mine blast. Mines can also be designated to explode only when influenced by a specific size of ship, isporning sup that do not meet the criteria for denotation. Only one mine per hex, per impulse, per influencing object can deteomer. You should always use the sorrest platemant option — otherwise, what's

There are various ways to avoid detonating minos. Stationary objects will not set off a mine. Ships moving at five hexes per turn or less can roll a die to determine if the mine explodes. Ships may be able to avoid minos. Depending on the type of ship, its speed, and the number of mines, detection is possible from one to ten hexe away.

Cloaked ships have certain advantages and disadvantages when dealing with mines. A cloaked ship can drop mines from its shuttle bays into per-plotted hexes. It can employ transporters to project T-bombs, but this will void the cloak for the impulse the transporter is activated and the following impulse.

Uncloaked ships must roll a die upon enzering a mine detonation zone to determine if the mine will explode. Rolling a one, or any number less than the ship's speed, will blow up the mine. Ships under the cloak get to add three to their die rolls, reducing the chance of sentine off the mine. However, cloaked ships lose the ability to detect nearby mines.



Mine Laying. The #3 and #5 shields are dropped to allow the transporters to place 1-Bombs out to a range of five hexes. Other mines can be dropped out The Sa of the shuttle bays with the shields up if the drop is field. Shan

The Sanctuary. The placement of the mines allows a scoret slot for friendly transit of the mine field. Shunles and lighters are in position to challenge intruders. Note that this formation uses only the mines curried by one external starting.

The Fundamentals

The most common bantle scenario is the ship-to-ship duel. A mine field can sip the odds toward an opportunistic commander. Concealed by your bottle maneuvers, plant a sceret garden of transporter bombs. By deft manipulation, you can coax your enemy to transist the mine field. Two or three collisions with T-bombs

are not good for the forward shield.

If the enemy vessel is a different size from your own, you can set the mines specifically for the enemy's starship class. Then you can cross the mine field freely—and hone your

enemy will follow:

A mine field can be used to negate an enemy's strength. If the enemy's strong sair is drones or fighters, a string of T-bombs programmed for these small units can erase their

threat in short order. The Sanctuary

The sanctuary tactic is used to gain a breathing spell during a battle. Hide behind it white recharging plasma torpedoes; if you prefer long-range battles, build a wall of mines to

keep the enemy from closing in.

The sancturary is set up by laying, a string of
mines to form a barrier (Figure 7.). The mines
should be three of born here squar and at least
two best rows deep. Leave secret openings in
the barrier to allow your forects to sally one
to be said to be said to be said to be said to be said
to the barrier to allow your forects to sall or
to eliassatists. Seal the flashis with mines take
to the said to be said to the said to be said
to proportion should be said to be said
to go promose shouldow. Use fighters and shuttles
to guard the mine line and to serve as a reaction force to theward posterations.

tion force to thwart penetrations. The first time the enemy commander stumbles into the sanctuary, he will hit a few mines due to his ignorance of the situation. Just because he has a low, sloping forchead, don't think he can be had the second time around. He will figure out counter-tactics. So change the rules by using one of these variations on

the sanctuary theme:

The Hoat. Fake the laying of the mine field, Maneuver friendly forces just as in the basic nanctuary scenario. Operate the friendly forces at if a mine field were in place. Launch the fighers and shutles to patrol the plony barrier. The emeny's psychological foar of thirting what be cannot see will keep him from pressing an attack. After observing the enemy's pattern of movement, drop the mines where he is save to run into them. Dur't signal this drop in any overt manner; let him find our the hard way.

the hierd way.

The Slot. Lay the barrier, but leave a wide stot for the friendly forces to get through the mine field. Be obvious as to its location. Tempt the enemy to use it and to attack through it. When he takes the buit, drop mines or trans-

port them in place from ships standing by for such a purpose. The Misplaced Mine Field. Lay the mine

field ten hexes closer to the enemy than normal. Deploy your forces to deceive the enemy. Leave a few sally ports to rue starship attacks through. If the enemy uses standard sanceasy counter-tactics, he will find out early in the battle where the real barrier is waiting. Insult his intelligence when he blunders into the

mines, then finish him off.

The sanctuary concept lends itself to infinite variation. These are examples of many possible mine deployments. The rule is, "Do the unexpected."

Mines as Anti-Drone Weapons

Mines and transporter bombs can be efficient wompon signain drones. All drones in the mine's three-dext-wide areas of effect will be destroyed. If you not the mines to exploid only on drones, they won't restrict your own movement. If the attender's drone wore in a sight formation, one mine might take out the enter drone wave. There are various ways of applying mine tactics in the anti-drone role. Drone attacks on the mine lawer can be

negated by allowing one of the battle line to drop its shield and lay a barrier across the line of approach of the attacking drone wave. Another method of laying a barrier for a

Amount memors on the play in writer and the control of the control

A buttle line can advance and use T-bombs against dones. Each thip in line absented drops a shield facing away from the enemy (e.g., the samber two shield). Bath ship can place a notice two, so the right. As the denotes approximate two, so the right. As the denotes approximate the right is the denotes approximate the right of the denotes approximately will be killed when they him for T-bombs. Only the ship on the left end will be superiously it should when they him for T-bombs. Only the ship on the left end will be superiously in the ship on the left of the ship of the ship of the further ship on the centry. This rame testic can be used to bill enemy. This rame testic can be used to bill enemy class of the ship from seatine of the painted.



Figure 3

The Anti-Done Barrler. The mine layers approach the intended mine barrier, drop mines into their pre-plotted positions, do a high energy turn, and proceed to bomburdment position for the steps.

—31.—

Mines and Retreat

shield reinforcement

Mines dropped in the path of pursuing ships can destroy the forward shields of the chaser and break up the chaser's formation.

Go to top speed, to force the classer to stay as close to the retreating ships' plotted courses as possible. If the chaser is too far to one side, make a few turns to bring him onto the stene course. If running at too speed, the chaser's rower will be used for monoment, not for

Plot all mines to drop in a string in the path of the chaser (Pigure 4). Only one mine can detensate on one ship per hex, so don't drop all the mines in the same hex. If the shields are dropped to transport T-bonths, you have to tell your opponent the shields are down, so be may suspect the train.

Mines earn psychological influence for our of proportion to their careal physical effect. An enemy straig by a mine will be forever mindful of the crick in future high-speed chanted their contractions of their contractions of the first incident and the classes will find himself spreading out his face (reducing the contractions of the first incident and the classes will find himself spreading out his face (reducing the effect of his frepower by dissipation), reducing his speed, and increasing shallow increases (ranking a runner to increase like and a runner face would find easy prey to a determined chancer to ecopy.

Conclusion

Mines obtain their potency from a combine on surprise and uncernitury. An unexposed explosion on the forward shield can come their asset because the surprise and the content their asset because the surprise and part of the surprise and surprise and the surprise and the surprise and allow for mine desection. Pursuit plotting becomes an open invitation for a string of the surprise and the surprise and the surprise and surprise and the surprise and the surprise and surprise and the surprise and



Figure 4

A Surprise for the Chaser. Once the closer has gone to pursuit plotting, the runner can drop a string of mines in the chaser's path and take out his forward shaeld. Doop one mine per hex.

TOME's Cthulhu Modules

by William A.



Chaosium's Call of Cthulhu RPG has proven itself to be one of the most popular roleplaying games of recent years. A lot of gamers, it seems, enjoy becoming Ctholhofodder. One mark of a successful game is its shifty to mayor licenstes — earne companies other than the parent who pay for the right to produce supplements and adventures for the came. CoC has already snawned thate so sound repetitive, but the word is so apr for CoC) one such licensee - Theatre of the Mind Enterprises. Inc., which has, to date, published four scenario books for the game. One of the more recent is a 70-page, three-scenario collection titled Whitners from the Abuss and Other Tales

Mackarounh

Before examining this latest climpse of ancient horrors, a brief profile of TOME might be in order. The name "Theatre of the Mind" comes from Herman Hesse's Strongerwolf, in which a character sees the name on a sign in an alley and finds himself meeting Goethe, who tells him the meaning of life. Before being applied to the company, the name belooged to an "interactive theatre" run by Larry Flournoy, whose artwork graces the cover of Whispers and other TOME books. (The theatre, TOME's Sings Rawlines told me, continues under the name "Gaslight Mystery Theatre," and presents live mystery dramas in which meets come out of the audience and take part in solving the mystery at hand - very much like a roleolaving same.) This theatre connection lives on in TOME's scenarios, all of which are divided into "Acts." the characters described as the

"Cost," and so on.
TOME cane time being in August of 1982,
when the people who now make up the conpany — all with various taltens in publishing,
art, etc. — joined forces to put together when
they conceived as different type of RPO sonazio, one in which background detail would
be emphasized. They decided on Cell of
Chtulles as the game best suited for this, and
socured a constract from Chaosism to publish
four scenarios. The Arkham Evil, Death in
Darwisch, Prurait in Kndath and, of course,

Whitpure From the Abyat.

TOME's offerings are all intended for CoC, floogh, in some instances, the Chillhoid connection has been tensous at best. (in connection has been tensous at best. (in Part of the accession in Whitpurer, there is none at all.). This is a tenderey for which TOME have been probably the most hydron-erisant product of the lot so far, in three instrumented sensor featuring a unable of the lot so far, in three instrumented sensor featuring a unable of the lot so facilities and the contraction of the lot so far, in three instrumented sensors featuring a unable of the lot so facilities and the lot of the lot so facilities. The lot of the lot so facilities are lot of the lot of th

cept that Lovecraft's town of Dunwich was the setting for part of the scenario, a version of the CoC Resurrection spell was in play, and there were several closes (red herrings, actually) that seemed to lead to answers of Chullhoid significance, but which proved more mundane in

Death was lambasted in at least one review for playing with the expectations of the investigators in such a manner. While this is a valid criticism, especially for a Keeper running a group of inexperienced players, the scenario could also be viewed as an interesting change of pace for experienced CoC investigators (similar to a couple in Chaosium's The Asylum and Cthulhu Companion). With a few changes it could even move suitable for use as an occult-oriented scenario for such systenns as Marcanaries. Sales & Private Eves. Danedevils or Tri-Tac's Stalking the Night Enstantic Still it did introduce man more non-Otholhoid occult inflorners - two warring accelt societies force associated with the

Bayarian Illuminati), zombies, and so on Pursuit to Kadath was TOME's worst offender in this report. While the main scenario and shorter bonus. The All-Speing Eve of the Alskali, did have more Cthulhian references than their predecessor - including Nyarlathotep, the Al-Azif, Yig, Father of Serpents, and a new Cthulhoid race, the Alskali (one-eved giant cyclons) - the mix of non-Mythos occult materials was even more pronounced. Yig, in particular, was distorted almost beyond recognition as far as any nest Mythos references The greatest criticism that can be leveled against this scenario, however, is its name: In the stories of Lovecraft and his imitators. Kadath was the mythical land of dreams - or a blasted plateau in the cold waste - as noted in The Dream-Ouest of Unknown Kadath, Yet in Pursuit, the Kadath of the title is a town in Turkey, not the Lovecraftian Kadath at all. According to Rawlings, TOME felt that a scenario set in the surreal Kadath of the Mythos would be too difficult to do right, so they opted for the more concrete setting of the "real" Kadath. The title was not an intentional decep-

Mhispers from the Abuss

Whighers from the Alyas and Other Talles, at least the title scenario, turns away to an extent from the altered for mittendingly dythous treat of the last two TOMB produces. It consists of three scenarios: On the Wingray of Madness by Chip Bioldey, De Schy Zonder Schadaw by Ed Wimble, and Whispers from the Alyas by Yom Bialey. In all these scether than the Chip and the Chip and the Conplanting background data — appositing in De-Schin Zonder Schadaw, which includes several lengthy sections of log entries from an actual book called Voyages to the East Indies. In Madness, the investigators must retrieve a stolen panyrus manuscript of a version of the Feyntian Book of the Dead from its thieves aboard the German zeppelin Friedrich der Grosse. It's different from other CoC scenarios in that it takes place not in the '20s, but in 1933 and almost entirely aboard the zennelin. This has one obvious advantage in that gumpley must, of necessity, he kept to a minimum to avoid the untimely deaths of the players in a hydrogen fireball - a good way to keep the scenario from devenerating into a shoot-'emup, as can too often happen with "overenthusiastic" (translation: gun-happy) players. The book includes a cardstock insert showing a sideview of the zenoelin, with deckplans of the passenger gondola. Unfortunately, other sections of the craft, where

action may also occur, are not depicined. This serancis in videologoi as well as it could have been. The background information describes two versions of the Book of the Doud, one a published version and the other been as the published version and the other been been been as the published version and the other been as the published version and the other been as the been as th

ment (a second compartment contains giant

eagles). There are some touches of humor here and there, and in the hands of a Keeper and players who enjoy roleplying characters to the hilt, the scenario could be enjoyable (as long as the Keeper is perspect to improvise a lor.). Still, On the Wings of Madness is the weakers of the three scenarios in the book

weakes of the three scenarios in the book. De Solip Zondar Schulzu's in more immuperation of the schulzu's in more immutered than the schulzu's in some contingent purchasma. This is the longared on the scenarios, and also the only one with no Chultuc connections as all. Pursuboxicistly, in proves to be the most integrating of the lot, and proves to be the most integrating of the lot, and explaining why Tolk's Cod's Scenarios oftens have so link to do with the standard Loverant purchases the scenarios of the schulzu's contingent purchases the schulzu's

plore variations on occult themes — not an unrestonable consideration.). Solidy starts out with another zepplier ricke, this time on the vessel Der Goust Karfutt. Phyer-characters have been hined by a Netholium of the consideration of the c

at scs. An old-time sailing ship near the site of

the crash "rescues" the characters, but things aren't quite what they appear to be. The characters spend the rest of the adventure figuring out just what they've gotten themselves into and how to extricate themselves from

The back of the cardsock insent in the book shows the deck of the sailing ship, De Theriz, shows the scenario includes a section on generating shives an physics as "Philipsian of the cardinal ship of the sailing ship of the cardinal ship of the ship of the ship of the sail of the ship of the

The main problems in Schip are the organization of the background material and the slow development of the scenario ence the players become aware of what's happened to them. While the extensive background on Copain Vandrocken and this slip is interesting, it is not necessary to playing the scenario, a summary would have done jot as well. And the manner in which it is presented, interested, interested with passages about the reppelin, its confusing at times. Still, for those who don't mind the absence of the Mythos, this is pro-

sibly the best scenario of the three.

The title scenario, Whitpers from the
Abyas, will probably be the most satisfying for
those who require at least some Chulhold
traces in a CoC scenario. It concerns the disappearance of the colonists of Roanoke Island,
Warsinia between 1987 and 1990. A number

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"answers" to this mystery have appeared in occult, fantary, and 3F literature over the years, and it seems only natural that a Chralhoid explanation would eventually be advanced (and that TOME would be the company to do it). Again, the Chthiboid connection is vague, but it is there, in the form of a new Mythou creamen, the Croston.

One area where TOME's products have really improved over the first couple releases is in artwork. The interior artwork on Arkham and, especially, Dunwich, was atrocious. While a couple of the illustrations in Whitpers are rather crude, most are of professional quality. Sadly, while the artwork seems to have improved, the text has delenionated.

Whatever new typesetting system TOME used for this book produces text that is highly unsttractive, and fare are a great number of types, transposed pages (49 and 50), completely dropped lines, and poorly justified margine as well. I'm hoping this was a temporary experiment and that in future publications TOME will no back to its old trop style.

TOME will go back to its old type style. Whispers is the last of TOME's original four-scenario CoC contract. It won't be their loss scenario, however, as the contract has apparently been renewed and more TOME CoC adventures will be forthcoming. TOME has also obtained the rights to publish a series of Napoleonic products and, among other projects, has selans to see into miniatures. CoC will remain the focus of their efforts, however, and that could prove to be a good thing for those who like their Chulhu unconventional. Whether TOME will continue to improve, as they have during the last year, and what the fulure may being — not even the Necronowicov can predict for certain.

Whispers from the Abyss and Other Tales (TOME, Inc., 2706 Homilton Rd., Kirkwood, NJ 08043); \$10. Detigned by Chip Bickley, Ed Wimble, and Tom Bailey. One 845 "x 11" 70-page book. Published

And This Just In . . .

"GLOZEL EST AUTHENTIQUE!" (TOME); \$10. Designed by Stephan Rawling and E.S. Erkes. Adventure for Call of Crhulhu. One 8¼" x 11" 64-page book. For Keoper and six players; playing time indefinite. Published 1984.

Following in its tradition of mixing the historical with the cult mysteries of the Citrality Mythos. TOME's newest CoC adverture book "Glotel Est Authentique!" sends investigators to the size of an archeological dig in France to determine its authennative on the nitle servening, and to the heart of Qulin's Money to learn the "Secrets of the Kromlia" in its second adventure. The title of the book is from an actual Prench headling of the "20s, and playercharacters will become embeddled in historical controwcrains that lead to datuers never suspected by those involved at the time. Each scenario includes maps of the amportant locations - the dig site at Glovel Pure in the '20st the grounds of the Krem fin - including several interior plans, plus full CoC stats for NPCs and six progenerated player-characters. Introductory notes for the Keeper, plus several appendices, provide necessary information, inchading business mores on occult topics from the Knorbs Templar so the Albigensian heresy

The wealth of historical material presented in

these scenarios makes Glozel of value to any CoC Keeper, whether he or she wishes to run these parsecular adventures or not. Extras such as timetables of life in Glovel, subles of archeological artifacts discovered and a complete 1929 calendar add xttmeasely to the background flavor of the setting. The idea of Stalles keeping a Chulhoid horror in the depths of the Kremlin seems darkly appropriate. too. And Glozel is also notable as being the most Citallian of any of TOME's CoC scenarios yet. Most problems that crop up in this book are map-related and relatively minor at that: No layout is provided of the mayor's house in Glozel as referred to in the text: the man of the numel system under the Kremlin is just a bit difficult to follow from its written description; the Paris map is hard to read: and no scale is provided for the various maps and floorplans - though the latter can easily be deduced from the drawings of furnishings. The whose river the market are a little inconclusive. And

lem for the experienced, though rovices might experience as few false stars and sebacks. And TOME's recurring theme of warring socret soctests crops up yet appin. Overall, "Glace! Est Authentiques" is probsby TOME's best CoC adversare pack to data. If you've liked TOME's past releases, you'll love this once even if you haven't cared for past adventures, this is one you should take a look at — as a Fernall Rossum surrection for CoC ping, if anothing does

depending more on the actions of players and the

Keeper's discretion than any set course - no prob-



The USEADON in the except once computer motivating, managing in BM gains of larger exploration, contains and approxy involvance in fine-most bein, but indices makes order among the closest percentage and the properties from makes sout vessels to super-developing-containing. BM USEADON the most alverties from the universe Containing promisity defenses, containing that USEADON in containing the containing southern and approximately defenses, ordering profits in vessels of whole and only to be contained to the CONTAIN conjugate that up to be contained to the containing that the cont

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Searching for

Cthulhu in Nightmare House

by Matthew 3. Costello

Nightmore House may have been the best boardgeme of 1983. That it is the finest boardgame dealing with the supermanural is undoubtedly true.

It appeared in the now-departed Ares magazine (issue 15) with a wondrous map displaying the detailed floor plain for the spooky house of your dreams. Just looking at that house gave me the same kind of thrill conjured by a rainy afternoon's Chiller Theater. But there was something more than the board; there was a too-noted warm designed by David Marshall.

sup-storing gainet exception by Johns Manachan in the multi-player game, the players can become a variety of characterism who seek to Durkholm Manor of the evil that indeess it. There's Kase, list of the Durkholms, as There's Kase, list of the Durkholms, as Lorenton Lare is a magician eager to debank the mystery. Father Euronom Doren has felt the iey challenge of the house; Dr. Ben. Addams remembers the putient who clied with the name "Durkholms" on this light other characters round out the merry crew, cach with varient gowbit; and obvided abilities.

One player must the heuse, sending a connoisear's collection of humans to pulse and possess the foolish folk who seek to exercise the house. All of this saction is directed by the Emily, the "well" at the center of the house, through psychic and physical combast, they can some possible and physical combast, they can actumpt to enter the astral plane to exercise cores and, ultimately, white the Emily Island, map, displaying eight concentric rings of posers with the Emily at the center.

The Entity is a onnacious tenant. Characters can get lost on the astral plane, panicked, or possessed, while the house grows stronger with each pasting hour. The simulation of supermitural battle is very vivid, and the programmed rates make following the detailed and redistic action very easy. Like I said, it's a great game, and beating the house is no easy.

But if the evil presence is chassed out of the bouse, night not some new ghastly resident be ready to move in? Surely some demented slave of Chulkhu has noticed the cold angiest and juiting peaks of this multi-leveled mansion. The cryst alone offers untuell possibilities for the followers of the mad Arab, Abdul Albazzed. The putrid amosphere in the artic would sureby prove to be a dank, fertile medium in which a lively fungus of a most disposing hee might Because you see . . . the house can newr really be cleaned!

illy be cleaned!

* * *

Though Nightmare House could be used

with a number of roleplaying games— MSPE, Gangbusters, and Daredevils among them— it's a natural match for Call of Chiubhu. What follows are three suggestions for integrating this scary little number into your Lovecraftian campuign.

1) The Side-Trip: Nightmare House is such a great supernatural game that my Investigator will enjoy trying to clear up the Darkholm curse. Let the Investigators run their regular characters, if they with, but inform them of the deadliness of the house they may not want to risk losing their favorite characters other in a boorduring a boorduring.

Assign the Investigators Physical Strength and Psychic Strength (the two important characteristics in Nightmare House) based on the following formulae:

Physical Strength (NH) = STR (CoC) + 3, round to the nearest number and sdd 1. Essemple: A Call of Chulhu character with a STR of 13 would have a Physical Strength of 5 in NH: (13 + 3 = 4 + 1 = 5).

Psychic Strength (NH) = POW (CoC) + 3, round to the nearest number and add 1. Example: Someone with a CoC POW of 10 would have a Psychic Strength of 4 in Nightmare House: (10 + 3 = 3 + 1 = 4).

To add flavor, nolephying can be introduced in the form of Kise Dirkholm secking the Investigators' help; newspaper clippings can supply Investigators with the history of the house and of its residents — Library Use rolls required, of course. If, however, the investigators begin exploring, they must start playing, as per the NH rules, at 6 p.m. The Keeper, of course, runs the house.

2) Integrating Nightmant House ions your Campojer. The game can easily be integrated into your campaign and can, in fact, play an important role. The Curse of Darkholm Masors remains as it is presented in Nightmant House, with the investigations picking up bits of information about it as they pursue whatred the control of the control of the control where the control of the control of the control where that important information (or learns) they used are in the bouse. Place is lay element in your campaign — an important book, a painting, or even a spirit — in the Mann, (You can use any of the discovery markers supplied with NH — just make a none shoot whe the object result to 3 Tots Investigators may not feel the result to 3 Tots Investigators may not feel the prove the only way to get what they came for. Of course, you may went to stick in a mistor Challus Mythos horror or two maybe a make a Deep One rising from the open, water yield in the cellular A plate of phous would water yield in the cellular A plate of phous would

3) The Manor of Madness, or Chulhold Cut-unz Chez Darkholm: The ultimate use of Nichtmore House is as a total covironment for the adventure you're running. This involves a good deal of work but will be well worth it. Each "Discovery" listed in the game (Nick's Ghost, Nora's Ghost, Portrait of Alastair, esc.) should be replaced with an appropriate item or spirit from the seepario you're nunning. They can be used to provide the Investigators with clues about the scenario's secrets. to increase POW and Maric Points (temporarily), or even to provide useful items of great power. As in the normal game, some of these discoveries should be merely "atmospheric" while others remain nuisances (like the 'Cold Wind" that blows out lit candles).

Changing the haums will be a more difficate an assaur. There are too many of them for a normal Call of Chalibla adventure. But this is one introdibly visit abode. Use the "special effects" hauss listed in the game's Haum Summary — haums like "Bass," "Cold Spot," "Creeping Miss," and so on. These are good and scory, and should push the lavestigances closer to pank and possession.

Other major humas should be replaced with creatures, objects, and traps appropriate to your campaign. If there's a Deep One infectation in the house, there will surely be documented humann followers; slimy, webbed footgriests in the half (SAN Roll, please); enclaves of Deep Ones scattered throughout the house; and perhaps the spirit of Father Dagon as the Entity itself.

As far as exorcising whatever central horror occupies the house, that 'for you to decide. It may be that you just want the Invesigance to find what they need and debe make a quick departure. Or perhaps the "linal conflict" could be run using normal Chalaha Combas and Magic rules. Still, the stral plane conflict is so excluding 1's suggest using a to "clean house" and for any showdown benchmark larestigators and whatever controls the

In summary: If you don't have Nightmare House, by all means get it . . . soon. (Who knows if TSR will allow this germ to disappear?) Use it with your party of Investigators as a side-trip, or as a main courte. It will give one and all a healthy quota of goostfleth. Oh, I almost freget to meation that the game stoles extremely well. But after mid-night, when the wind sends branches straping

against your window, you might begin wishing it didn't solo that well.

Just remind yourself . . . it's only a game.



Politics, Politics,

Politics

${ m A}$ ngrelmar

The Court of Kings by Scott D. Haring

Angreimar: The Court of Kings is a historical roleplaying PBM game set in the medieval world of Angreimar. No magic, dragons, elves, or wizards here — the clouest thing to a life-threatening situation is an occasional pirate raid or the expansionism of a

neighboring noble.

No, the name of rift game is politics. Alliances, weddings, extremolars, lattingues, cooucilis, lattingues, cooucilis, demunications, treacheries, prochamitors, and the occasional skirminish to stille what can't be sertied with words. Each player attacks the role of the head of a powerful family, either Royal, Noble, Charch, or Tribal. Even the result of the contractive facility of the contractive facility of the play. In a sense, the player is roleplaying a dynasy, not just one character.

Angerlear is human-moderated. Ray Essbrook founded the game a few years ago when it grew from a roleplaying campaign he moderated in Cornish, Maine. Until recently, he shared the moderating duties with a partner, a person who also participated in the game as one of Angrelmar's most powerful characters, Archbishon Hidric of the Impedial Church Archbishon Hidric of the Impedial Church But a recent shake-up has left Estabrook and his wife alone to run the game. Turnaround times average four weeks, and the cost is a flat \$3 per turn.

Communication between players is crucial, as you might expect in a politics-dominated game. Once characters reach the highest level of friendship (in game terms), each player is given the other's address for private communication. Before then, all communications are

passed through the moderator. The taneled web of court intrinue, as played by numerous Counts, Dukes, Bishops, royal family members, and others, can become terribly complicated. This is one of Angrelmar's major failings. There are so many names, so many factions and churches and events, that it is extremely difficult to tell the players without a program. Keeping track of who's on which side can get very confusing. and while the political confusion of court intrinse may be historically accurate (and I suspect it is), it's very unsettling for players to begin to think they have a grasp on the situation, only to have a player or faction bolt in from the blue and upset everything.

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Each game turn is one year, and in addition to a nurrative telling the results of the past year for each individual, each player receives a copy of that year's entry into the annals of the land. (I remember how excited I was when my humbble link! Count finally got mentioned in

sand, it remember now exclude the way when my humble little Count finally got mentioned in the annals — I felt like I had accomplished something.)

There is supposed to be an economic facet to the game, but to be honest. I haven't seen

There is supposed to be an economic facet to the game, but to be honest. I haven't seen bow it affects play. Every hex on the map of the continent is rand by AEPs (Area Economic Factors). Each hex's AEPs are spitt among the powers (royal, chart, and soble) that have influence in that hex. But I have serve been threatted from performing an action because I didn't have emogh AEPs, and more than the control of the control of

and the profession and a court the quality of the components. The narratives each player gets for turn results are quite nice, but the maps and other reference materials are provided by photocopies of hand-written originals. On the assumption 1 just got a bad set, levete for some replacement maps, but they were as it-lapite as the first turned. It hope in the future days to the provided profession of the provided hand comprise of the provided hand comprise of the provided hand comprise of the provided hand to the provided hand t

A few months ago. The Court of Kings

pamematers underrook zone improvement. They recleiqued and made man heart by the way like hern here players out, adding to the way like hern here players out, adding to the players of the sub-problem was, they forgot to tell suy-body what the new actions made in the player of missing slongether) on a number of points. I found myself tableing are similarly vapue for missing slongether on a number of points. I found myself tableing a similarly vapue for missing slongether) on a number of points. I found missing slongether of points in the player of the player of the players of the playe

On the other hand, this game is filled with fine roleplayers who have helped make the game a ket of fun. I didn't enable how seriously other players were taking this game until I get my first letter from my Prince. It was calligraphed on parchment with a wax seal. And that was only the beginning. — For rolewers who like their PBM's full of

negotiating and roleplaying Angerlamer may be just fine. The experience of the same is more like reading a book that a butle report, but mind. The company has taken steps to improve some shocky components, fough they still have a ways to go. And the promised revised natibotic one only improve the game as wells. Those looking for something other ham "back-and-shab" may find in there.

Angreimar: The Court of Kings (The Court of Kings, Box 263, Cornish, ME 04020); \$10 for rules and set-up, \$3 a turn. Designed by Ray Estabrook; human-modcound; four-work turnaround.

KEEPING PBM Update

-Adventure Systems-

Illuminati PBM

The increase in new enrollments has been gratifying, particularly as it score to be based partifying, particularly as it score to be based heavily on excellent word of month. Games #10, #11, and #12 base all started during the past month. Games #10 and #12 are normal games, with a similarus truns-cycle of one week. Game #1 is a "half-speed" game, in which weeks This will allow our busing players, as well as those in Canada, Hawaii, and Adaksa, to compact on more equal terms.

We have winners in Illuminati games #2 and #3! Doug Iordan, high pries of the Servans. of Chrillin, Iodh way with a perfectly-fence campaign in Game 2. Doug's basic strategy was to develop a very strong but compact power structure before inhitating an all-out death for victory. This allowed him to keep a low profile, avoiding antacters for most of the game,

but it also created some real risks at the end, since he acquired groups so rapidly that he had no concernative to defend them.

As it turned out, he just barely made it. Two days after he took control of his thirtyhird and wining group, the League of Vampires lunched a massive attack at a key group in Doug's power structure. Had he stopped even one group short of victory, he would have lost 14 groups — and any real chance of winning — before his next unn. That's cutting

is close. Less than two weeks later, Jeff Ferris led the terressival branch of Bodone, the well-knowe galactic criminal conquires, to victory control of the state of the stat

both for hard-won and dramatic victories. The first four games of Illiamatri were the playete games, which started almost simulationately better than the process of the february, so it is not surprising that two of them would produce victories (cames #II and #4 also seem very close to victory, so all four playets games will probably have been two they the time you read this. Meanwhile the bottle for second place is heating up in Games #2 and

Games #5 continues to be a hotbed of conflict. The Yellow Peril jumped to an errily lead, but was effectively wiped out in a virily lead, but was effectively wiped out in a virily attack by a small, well-coordinated alliance, Rumors are flying as the remaining players attempt to organize to meet the threat.

Conflict in Gance. 46 and 47 has been much more tentiles, mostly conflined to bacdies over specific groups, as players concentrate primarily to building up their power structures and increasing the size and strength of their groups. Both games are thirty even to of their groups. Both games are thirty even to intense diplomatic activity and heavy message strike. The remaining games are still thos new to have developed much of a distinctive flavor. almough several players have an early lead in 48 and have been diligently proting each and the structure of the structure of the structure of suryleans to conce.

Ramor: Which well-known game designer and magazine publisher was spotted this sumner raising the criminality of the Vatican? Oh, such wickedness? Such depravity!



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Cor Wars PBM

Work on the Car Wars game program is coming along nicely. With lack, we'll start playtesting sometime after Thankagiving. As it looks now, he game will really consist of fown different but closely intervelated games spolephying, whichele design, arean combut, and open-road adventuring), and each player will be able to emphasize any or all of them.

depending on his or her personal perferences. The character system will allow belower as develop and fely characters with strongly indicated the control of the control of

Escape from Phantom Island

Design and programming have been going very quickly on this game, and it may well go use playuse before Car Wars. It Blammanis is "the most center game in PBMs." as one play-compectation. The players are trapped in a master, mysterious castle on a scert island. Escape artists must unravel a series of competency of the players are trapped in a fine programming the programming the programming to the foliate of the doses. one which well gut a premium on cooperation cone which will gut a premium on cooperation cone which will gut a premium on cooperation and the players of the players will be programmed to the control of the players of the players will be programmed to the players of the players will be programmed to the players of the players will be programmed to the players of the players will be players and post to thereast on players and post to thereast of the players will be players.

Clemens and Associates

Company News: We have finally finished the navel operations section of Terra II. The game is still oriented toward land-based operations, jast as the real medieval period was land-based. Ships are used primarily to explore the coasiline, locate islands, trade between clifsts, and move tribes so new contents for exploration or raiding. Thus new feature will open up a wast area which was previously inaccessible to the palayers.

Terra II Northern Hemisphere: The trend to more nesceful activities has continued in the northern hemisphere. There are a few tribes, such as the Northern Eagle, which are still attacking their neighbors. Overall, however, the influence of the various alliances has brought about a period of relative culm. The major effort seems to have been shifted to economic develcoment. There are many tribes conducting results trude mutes between the cities. As city prices adjust with supply and demand, these trade routes change as the cities become overloaded with certain goods. Those tribes depending on such trade will find the floresations more pronounced when naval trade routes be-

come more well-known. The response to the addition of naval operations to Terru II has been swift. Villages located on the seconst are being established at a record pace. Many of the larger tribes, such as the American, have decided that the time is ripe to begin permanent cumps. With this treed comes the fisch of state by some agrees we tribes hoping to find an easy mark in the matter winger. Soweral villages which were

to new locations in the south. While alliances are common throughout Terra II, most of the tribes are still unaligned. Many of these room the plains north of Diwal, falling new to the bandit tribes of the area. Perhans that is why the Blue Faele Explorers' map calls this area "the Wild Rabbit Prairie." The path to the more prosperous temperate areas south of Ecain. Diwal. and Vinchu may be perilous. Some areas are becoming notorious for the risk in passing through them, with appropriate names being affixed by the various tribes: Death Passage, Blood Corridor, and Valley of Tears. The only advice one can give travellers is to move swiftly and maintain an siert defease

Southern Henisphere: As more players join Terra II due to recommendations from their friends, they do so with more care and planning. New tribes have been assigned to the south only by request. This has resulted in less than ten percent of the tribes starting in this hemisphere. Now, over half of the new tribes joining are requesting the southern hemisphere, so that they may avail themselves of the

benefits of being in a less populated area. Activity in the Wirks area has increased. There are wide-opened rumors that there is a group of islands to the east. The more properous tribes are earlive in building coastal will lages in order to construct ships. They are quite aware of the security that comes with developing a successay which cannot be reached.

by the tribes limited to land travel.

The Ewing and Tir Tairngire continue to explore the utopical regions. They seem to prefer the coast so they can avoid the jungle-covered hall and mountains. A potentially more profitable course of action is being followed by the Ultara leader.

Universe II

Quadrant I: The strong little fleet of the League of Commanders has reappeared again. They have taken over control of the star system Cor Serpentis from the Regalian goveraor, This peaceful transfer is the fourth in a scries of transfers to provide greater security for the LDC/Cetasville group. The only response to date by the Unity Alliance is the challenge instead recently by the aging Dreampoot, The challenge may be answered, as the bulk of the Cetasville fleet has not been seen for weeks and may be located anywhere.

for wecks and may be located anywhere.

Quadrant B. The strong UES force which
has been investigating the strength of the Xozu
colony complex has finally departed. They
seem satisfied that this traincrous best offers
little threat to the growing power of the UES
forces. The anticipated battle between the
hatfil/Inity forces and the local UES starships
has failed to mascrualite. It is not clear who is
the hunter and who the hunted.

Quadrane III: Activity around Hydrec has increased significantly in the past five weeks. As zone of the newer starthips build their flows to rival the old, stablished alliances, conflict is very likely. The only factor reducing the threat of major battles is the reductance of the established groups to venture far from their powerful colonial bases. Some of the senior alliances have built their colonies far from the regular sade lanes, and are rarely

sighted by any rival starships.

Guadrian VI: The truce in the Hydra area
has been shattered by a snesk attack on the
starship UES RVCZ. It has taken heavy damage and will probably be destroyed. It is
reumored that another powerfil fleet has
emered the quadrant and is making its way
toward the areas. Reports did not include the
affillation of the fleet. Technical difficulties
have prevented most of the Eutal systems from
establishing defensive force fields. They must
ruly on the loyal UES starships for protection.

Conditions 2011. A major battle seems likely between the growing forces of the Centuville Alliance and the raiders of the Wanderers Alliance. Both sides have taken damage with no conclusion to the hostilities in sight. Seel is becoming a more popular trading center with the UES forces. Scantered reports have been exceived that the Reggiate Empire is growing in screeph. The number of alique and colonier recruitments efforts seculate.

Conquest of Insula II

Farmheim: The cumpaign for dominance

on the tisted of Furnbeim has been completed. The winner of the game is Brad Staart, who was the Baron of Soil, the has now been advanced to the ratio of Coust and will participate us the set game of Conquest of Instant's free of Change. It is vivoy came to the last after these of Change, the vivoy came to the last after the company of the company of the conmental country. The company is the three of Change, the connegal army as it returned to try to relieve the stage on the village. In second place was the Danus of Stasper who was made to destroy the company of the company of the contraction of the company of the company of the company of the comtraction of the company of the comtraction of the company of the comtraction of the comt

Andarmark: This game in the series has ended with a viceory by the baron of Kizyl-Kum. This enables the infamous Quinbus Hestim to be elevated to the rank of Count. and to play the next game free of charge. His victory came as a result of his successes in open-field combat as well as in sierc operarions. The Count of Devon come close to over-

taking him as a result of the successful siege of the village of Moodock

liborologi: The battles between the Barron of Barlons and the Baroness of Lorraine continue. At one point the walls of Lorraine were in a shambles, with defeat close at hand. A counter-amack by her army forced the army of the Baron of Barlona to retrent for reinforcements. Meanwhile, the village of Winslow has fallen to the assault force led by the Baron of Silton. The expected three-way battle was avoided when the Baron of Hallmark withdrew toward his village

Girranole: The Barons of Pen and Rakshasa seem to have concluded their picnic in the plains. Mranwhile, the Baron of Falworth caught the army of the Baron of Krinstein in an ambush and routed them. The Raron of Mercia has mysteriously moved away from the village of Rakshasa without attucking. He missed a prime opportunity with the Rakshasa army far to the north. The Barrin of Foggia is moving closer to the walls of

Arvandor, with a siege likely Karandala: The Baron of Rosemount succeeded in his assault on the village of Detmir His siege equipment broke a wide breach in the walls and his well-equipped warriors stormed into the village. Before the walls could be repaired, he launched another attack north the Bassa of Bardelik made one more attack on Heiston before withdrawing to his own village for prinforcements

Relaborary The commission on this small sub-aretic island has just started. It will be interesting to see if the experience of Garth Athrim, Count of Enderby, will enable him to win a swift victory. The barons of the other villages would do well to be vigilant. It is numored that the Baron of FI'et Sin has offered to send the Count a vicein each week if he will refrain from attacking.

-Empire Games, Inc.-

Company News: Basically, things continue to operate smoothly at Empire Games, Since the beginning of the year, we have consistently turned around city turns within nine days, and realm tums within two weeks. Our main threst is still to build the number of city positions

being played We have now filled all constanding requests for realms in our original Realms of Sword and Thunder, including the recycling of a few very old and experienced realms. The first ROSAT contest is also on, with all eligible players in a quest to save or destroy the sword Freelibur

Regims of Sword and Thunder Realms of Sword and Thunder is maturing nicely, as older players establish political conbecome strong enough to call attention to themselves. Several players have become economic nowerhouses, and we are beginning to see power struggles and bettles between players and alliances. The Order of Grey is becomine fairly well known as is the expansionist inventor of the Aerocycle. At least one realm has become enough of a merchant prince to dry up local opportunities for other traders The Vampire Lands have suffered a bloody

nose. The realm of Culimith was able to marshal enough support to break the sieze it was under for more than a month. It is still believed that a vampire was personally directing that attack. Another player-realm apparently missed a chance to capture the sorcorer Klenmars, an old foe of the Vampire King, allowing him instead to attack the besieging Vampire forces from behind.

Players in the cities are rapidly discovering the tangled webs formed by the power structures there, and we have seen some pretty creative use of the resources available to merchants. priests, and soldiers within a 5th-century city. In Assarden, the thief Crassus led a brief and bloody guild war, taking control of that guild. He appears to have made a deal with city officials, avoiding the predicted political fallout after bringing violence into the city streets. Some players are on the verge of discover-

ing how to use the higher levels of power available to priests and sorcerers. We received one report of an apparition of a deity at the dedication of an altar, which resulted in the



and used by permission.

Where We're Going by Steve Jackson

I closed my last column with a promise that this month I would reveal what GURPS really stands for Well I will In a little while You get to read the mut of the column first. As is happens. I have a couple of other things to talk

Upcoming Releases

Hard though it may be to believe, we get more organized around here all the time. (Fxample: as of October 1, this is Steve Tackson Games Incorporated. Don't rush out to your brokers to buy stock, though . . . it's limited to employees only. Sorry about that.) Anyway, we already have a schedule of releases running through 1985. That wouldn't be any his deal at Mammoth Overkill Games, but it's new for us

The big part of the schedule, of course, is, GURPS, which is now set for a nee-Origins i.e., early June - release. The basic GURPS box will be followed fairly quickly by some supplementary material. Other uncoming releases will include:

Car Wars Expansion Set 6, a set of colorthem-yourself counter sheets with all the vehicles from the AADA Vehicle Guide Each counter is backprinted with a wrecked version of that vehicle. This set is out right now

Corror, the long-awaited Car Wars adventure. It can be played solo or in a group. with or without a referre. This one curbs to be on the shelves within a couple of weeks of the time you get this magazine. Car Wars Expansion Set 7 with off-mad

rules/maps/counters. At least one more Car Wars adventure

Computer Update Origin Software continues to plug away at

their versions of our games. As of this writing (Oct. 15), Autoduel for the Apple II is the farthest alone: we already have a playtest version running. Ogre for the Macintosh has been stalled - "one problem after another" - but preliminary screen dumps look good. The sticking point now is the artificial-intelligence rousine that will play the Oere for the defender); it has to be road. Finally, the lonedormant Undead Apple II project is about to be revived.

Illuminati Expansion Set 3. For a chang

this one will not include cards - but it will in-

clude a eameboard. When we say expansion.

of print for months, and we keep setting re-

quests, so we'll beef it up and bring it back.

won't be like Shackwave - not exactly. It will

have few if any new rules, but loss of scenarios.

Big Games?

but may be someday - is deluxe versions of

our bener-selling games. We'd all like to do

large-scale editions of Ogre, Illumingti,

and/or Car Wars . . . both to get into new

markets, and to offer a classier version to ex-

isting fans. Probably not 1985, but maybe

Something that isn't on the schedule yes -

and a (nenhably) large-sized man

1986. What do you think?

Killer, in an enlarged edition, it's been out

At least one scenario package for Ogre, It

Meanwhile. Advenuer Systems' Illuminati PBM is going well - 12 games running now, and gening good reviews. Work has already started on their Cor Wors PRM. her is will probably be around March before the game is in full swing.

Back Issues

It has been a lone time since back issues of SG were available. That situation has now been rectified. Lou Zocchi, of Gamescience (01956 Pass Road, Gulfport, MS 39501) bought our entire stock of back issues and is now offering them for sale. Write Lou for

more details.

GUDDS

I guess I can't get away with prolonging the spense any longer. What GURPS really stands for is . . . "Generic Universal Role

Placing System Ever since the project started, more years are than I like to admit, the goal has been to do a system complete enqueh and detailed enqueh to let you simulate any background, real or fictional. And, furthermore, to keep the rules consistent enough that you could move characters freely between worlds. (What happens to your sword-swinging barbarian when he tancles with phasers is his own problem.)

Several companies, including one hig one, have already released so-called "universal" systems. I don't think they'll be much in the way of competition. We have one that's no more than reworked D&D, and another that mustires you to make too many chaptes - to basic rules and to character stats - when going from one game-world to unother. Hero Games has the closest thing poing, and they've got a ways to go yet (though they may make it someday!). There's still loss of room for a good universal system. I think GURPS will be

If so, it will be the last RPG I ever design ... because there won't be uny reason to do another Rie words? We'll see

So . . . what will GURPS cover? Evenshine The basic set will emphasize fantasy -because that's what the majority of roleplayers still enjoy, and because back-and-stash weapons are basic to ove combat situation anyway Bet it will contain enough information to let you set up any son of campaign background. And within a year, we'll have specific detailed supplements to cover superheroes, the Car Wars world, and science fiction. Each supple-

ment will include at least one adventure: schorate adventures will also be available. As far as format goes, we're planning up printial set like you wanted for TFT and peyer got: a large-sized box with several booklets and other components. (Don't hold me to this. but we may even he able to include dice.) Later supplements will be 81/2" x 11" books, with size depending on price. We may punch everything for 3-hole binder, depending on feedback.

Feedback? You bet. Here's your chance to tell us what you want GURPS to be. Please complete the GURPS Feedback section on the bind in card and mail it in. GURPS is going to be a very big project for us - the biggest we've ever taken on. So we want to get everything right.



Counter Intelligence

by Warren Spector

Changes, Changes, and More Changes If won've been with us for a while you've

seen Space Gamer go through countless changes: from direct size to full size: from non-glossy to glossy paper, from black-andwhite interiors to color: from a magazine covering all of earning to one covering just high-tech earning. As somebody once said, the only constant around here is change.

Welcome to the latest round of changes. The most obvious difference is our nifty new cover logo, but that's just the beginning. In addition, we're back on non-slick naper. just like the old days. And with this issue. Source Gamer (now incorporating Fantasy Gamer) returns to covering all of gaming -

high-tech, low-tech, and no-tech And that's not all. We've added the incredibly prolific Jerry Epperson to the list of Contributing Editors. Also, we've not a new attist working on Murphy's Rules - Michael von Glahn, Mr. von Glahn is filling in for longtime Murphy's artist, Bon Sargent, resident Pulitzer Prize-winner (no kidding!) Ren is trying his hand at a regular comic strip, and for now he just doesn't have the time to do Mumby's Our loss but maybe soon we'll be able to enjoy Sargent's inimitable style every

day in our local newspapers? You say you want still more changes? Beginning next issue, Counter Intelligence takes on a new look. It will continue to be a forum for discussing developments here at Space Gomer, but I'd like it to be something more. Counter Intelligence is going to be the SG editorial page, examining issues of importince to earners. I'd have to be nuts to think I'm the only one with anything worthwhile to say about the wide world of earning, so from now on Counter Intelligence will feature opinions from a wide variety of sources. You'll hear plenty from me, from other SJ Games staffers, from employees of our competitors .. even, on occasion, from readers. It should net pretty exciting. Next issue. SG Assistant Editor, Allen Varney, kicks off the new improved Counter Intelligence with a thoughtful look at the "State of the Art" in

PBM Update Update

roleplaying.

Our recent reader survey shows an almost overwhelming lack of interest in the PBM Update column. Actually, that's something of an oversimplification: A few of you really love the column. Lots of you hate it. Some of you full right in the middle, indicating you really don't cure. With the proliferation of quality sublications devoted entirely to should amil earnes, we figure it's time to let PBM Undate en away. Those of you who are interested can continue to follow developments in the various PBM worlds in the pages of Poper Mayhem. Floorhip and Gamine Universal

Paradoxically, the same reader survey tells us you really like Keeping Posted - yeah, it confused us too! - so we'll continue to brine you PRM reviews and strategy articles on a regular basis.

Kudos

Each year. Games magazine selects the top 100 cames. This year's list, found in the November 1984 issue, features two Steve Jackson Games products - Illuminati and Necromonore. Illuminati is a percental, one of SI Games' most popular releases. Necromoncer is a bit of a sleener; we're pleased it's beginnine to receive the attention it deserves. IIhiminoti sells for \$6.95. Necromanor is a steal at \$4.95. Both names can be ordered direct from Steve Jackson Games, but remember to add 55 cents apiece to cover postage and han-



Prize Winners!

In Fantory Gamer 6 we said we'd select five Reader Survey responses at random and give each of those lucky respondents a \$15.00 gift certificate good for any Steve Jackson Games products (including magazine subscriptions) Here are the winners:

T Constantine of Bangor Maine: Rick Martin of Dayton, Ohio; John C. Duchon of Mariborough, Connecticut; Milo B. Shiff of Balboa, California; and Dale E. Burroughs of Tampa, Florida,

Tekumel

This issue's Tekumel section came about through the effort of several people, most notably Frederick Paul Kiesche III (who had no idea what he was getting himself into when he volunteered to take on the iohl). Thanks also to Michael Moreard of Telcumel Games and, of course, to Professor M.A.R. Barker creator of Teleumel. Empire of the Petal Throne and Swords & Glory

Oops. We Goofed!

Every once in a while we like to prove we're human, so we make a couple of mistakes. This time I was the culprit. In my Lards of Creation review (Fontasy Gamer 6). I said basic character attributes are determined by rolling 2620. That should have read 2d10. I also said the game cost \$25.00 (and was worth that price). Well, Lords of Creation sells for a measly \$12.00. At that price, it's a bargain.

Coming Attractions

There aren't many sume designers around who qualify as household names (even in the limited universe of gamers). Greg Costikyan is one of the few. He's made a name for himself with designs like The Creature That Ate Shebovgan, Bur-Eved Monsters, Troilblazer, and many more. Space Gamer 72 features an interview with Greg and reviews of his latest efforts - Porgnoig and Web & Starship from West End Games, and TOON from Steve Jackson Games

In addition, SG 72 will take you from Middle-earth to the Troveller universe in overviews of fron Crown Enterprises' Middleearth RPG adventure modules and Gamelords' Traveller supplements



George Schubel Responds

I have read your "Keeping Posted: A Genel Art" [Space Gamer 69]. I believe is was well-balanced and well-written. Thank you for the fair tereitment. I bope you will mension in your readers that Schulet & Son no longer Richard Lloyd, who will be ranning the game in the future. Schulet & Son will operaise a onally revised game. Starkfaster II. This game will have all record-keeping computertics, which ghould reduce errors.

be a play-by-mail award Sincerely yours, Course V. Schubel

George V. Schubel President, Schubel & Son

Anyone Else Find This Silly? The Avalon Hill Game Company has re-

dustries, Inc., in settlement of litigation over the use of certain tradenames.

Picase be advised that from this date forward, every reference to The Avaion. Hill Game Company in your publication MUST be said as "The Avaion Hill Game Company" and softing else. It is important that the "Avaion Hill Game Company," Any devistion from the full phrase "The Avaion Hill Game Company," or any use of the word "Avaion" other than as part of the full phrase. "The Avaion Hill Game Company," is in-

Please help us and yourself avoid any liahility for improper use of The Avalon Hill Game Company's trade name. Any inquiries regarding this matter should be directed to A. Eric Dott. President of The

Avaion Hill Game Company.
Sincerely yours.
A. Eric Dot

P&P Plagiarism?

I recently purchased a copy of Avalon.

Hill's new roleplaying game Powers & Perfix; though the game reads like DregonQuert translated into Sanskrit, that's not why I'm writing this lener. The real problem is that some of the artists that provided artwork for the game copied their artwork from the works of Frank Francetts.

Such theft has happened before in the industry, but never to such a company as Avalon Hill. My guess is that the art director was adeep at the wheel and the artists pulled a fast one; but however it happened, it leaves Avalon Hill in the uncombrable position of having purchased "stolent" artwork.

perchasion states. Extraorr. Well, for antarts, the origin with proof while, for antarts, the origin which place dischard make clear the most binate exempt of the other, percentaged by Stephnist Cetch. Exhibit A is a copy of the illustration on page 33. Book 4 of Powers 4 Powers. Exhibit B is a Book 4 of Powers 4 Powers. Exhibit B is a Stephnist B is a series of the proof of the power of the proof of the

The rip-offs don't stop there. One of the other arists, Ed Morris, swiped mayin (gures from all four of the Frazens arrowch books. The figures are usually "flooped" (wevered the figures are the state post, postionable. The copies use the stane post, postionable in the copies with the copies and the standard copies are considered as the copies of th

Powers & Perils (Page, Book)

Frazetta (Title, Plate Number, Book) "The Moonmaid,"





Page 20. Book Onc. Page 5. Book Two

"Jonear Fights Back." 44 Book 2 "Black Panther." 77. Book 3 "Kubiai Khan." from portfolio, Book 3 "Tree of Death."

28 Rook 4

Page 9, Book Two Page 36. Book Two

"The Snow Giants." Page 34, Book Three 17. Book I If you have a copy of the Fragetta books

handy, and a copy of Powers & Perils, you can see the resemblances for yourself. Why is this artwork copying such a crime? Well, these artists are violating the copyrights for Mr. Frazetta's work. More importantly they're deceiving Avalon Hill into thinking that these are original pieces of art, which is fraud.

Now, artists should use visual references, and artists should certainly study the technique of experts. But artists should not take those drawings by the experts, lay them down on a light table, and trace them. That's very unethical, not to mension illegal. I hope that this example will make all the

companies in the gaming industry look a little more closely at their artwork submissions. This trick has been played by unserupulous artists before, and no doubt will be again. I hope Avalon Hill takes appropriate action: at the very least, an applicate to Mr. Frazetta, and perhaps getting its money back from the artists

Steve Peterson Art Director Hero Games

Willie the Wimp vs. Son of Conan Space Gamer just keens centing better, I especially enjoyed SG #69 and I would like to

make a few continents. In an otherwise excellent SFRPG review article, William A. Barton makes the following statement: "I'm not a big fan of character concration systems based on . . . a non-set number of points. (After all, how many of you out there had any say in how strong, intelligent or dexterous you are . . .?)" Mr. Barton implies that gaming should duplicate real life. I can't buy that at all. First, gaming should be fair, which real life isn't. Neither is random character generation. How much fairness or enjoyment is there for an honest and unlucky

player who randomly generates Willie the

Wirms, while the player sitting next to him is lucky or dishonest enough to create Son of Conan or Indiana Jones? How can his PC comnete? Success in RPGs should be based primarily on playing skill, not luck in dicerolling. The latter belongs more in casinos and witless family cames.

Also real life is all too often and for all soo many of us, mediocre. The point of gaming is to escape this dullness, not to embrace it. Dissert wast PCs who are colorful and "bigger-than-life." not copies of Joe Blow down the block. Otherwise, why bother eaming at all? Fixed-point design is superior to random generation in both fairness and satisfactory starting characters. You can't

blone the dire when your PC fares noorly compared to the others. In response to Mr. Cobb's brilliant alsorithm for Gove semot costs. I have two observations. First, applying the algorithm to the Chi Cub unit of "The Lone G.E.V." scenario (SG #52) gives a cost of 9VP, or 1½ armor units. This is more in line with my gut feeling shout the Chi Cub than the 2-armor-unit cost originally given. Second the algorithm works

for infantry if you set T equal to zero and

James Albright FI Centro, CA

divide by 2.5 instead of 5.5. Parent-Child Undate Now that you have published [my article] "Parent-Child Gaming" [Fansasy Gamer 5], I

need to comment on the presentation. First my story was in error in reporting Gamma Two was "extinct." The company just changed its same to Columbia Games and now can be reached at Box 8006. Blaine. Washington, 98230, Owebec and War of 1812, originally produced by Garnena Two, may be purchased at \$20 each by mad. The story was written

many months before it appeared in print. At the time of the writing. I had been told Gamma Two was no more My wife suspects Allen Vamey fillustrator of the article I has some children in his neighborbood but has no children of his own. Her susticion is based on the fact that the boy in the art had cowlicks in his hair and a hole in his leans. but his shirt was nucked in and his shoes tied

While little boys seldom have combed hair or intact leans. I know of no little boys whose shirts are tucked in and whose shoes are tied Othere was an unconfirmed sighting of such a thing at a school in Laramie, Wyoming . . .). A few undates since "Parent-Child Gam-

ing" was written. If your kid enjoyed Oregon Trail, he'll love Avalon Hill's Source of the Nile. It has more back factors than Overon Truit but also a greater variety of possible events and adventures. Let me strongly recommend GDW's The Brotherhood, the company's gangster game. It's by John Hill, the designer of Squad Lender, but is easy to play, lots of fun, and has a ton of strategy. It made the Games 100 list and deserved to.

Finally, if parents are looking for a word same. I strongly recommend Eon's Runes Don't be put off this game just because you or your child is really strong or weak in Scrubble. Runes seems to require a different, more subtle kind of word knowledge. I regularly best Danny in Scrabble, while he dusts me in Rames My mother-in-law admits she's a weak Scrabble player but plays a strong Runes came. Ramer is a fine word game teachers. might want to use in schools. Steve I a Prada

Necessar OV

A Potential Contributor

I don't mean to be lazy, but what in the world is your magazine about? I really didn't feel up to reading any of that small type, but I did read a counte of your interesting stories Are you trying to start a new kind of magazine or video game program? My eyes hurt from reading the small print and I shink that a pica typewriter would do much better typing

In the future. I plan to write a book. I've written a counte of short stories. Yes, space stories, too, I've written more ghost stories than space stories. What I would like to know is if you'd like to read one and tell me what you think. Now, if you want to know my opinion on your stories. I'll tell you they're really

Please write back or something to tell me what your book is about, and if you want me to wand you one of the stories I'd written recently. They're only about ten to fifteen minutes

> Signed Sean Saunders Detroit, Mich

P.S. I don't want to subscribe at this particular moment. Thank you. *********

Feudal Cords The orieltal medieval obm game of economic develop-

ment, military conquest, and political intrigue Foundal Lords is a computer-moderated play-by-mail strategic game of power politics set in Arthurian England.

Earth player is the land of a medieval fieldom seeking to become King against up to 14 other players and over 30 non-player lords controlled by the computer. To lords controlled by the computer. To accomplish this task, a player may select from over 30 types of military, economic. and diplomatic orders each turn. - The game is processed entirely by

computer for fast, accurate, and impartial results - A two-page computer printout details each turn's economic results and reports all mesor bettles fought.

- Armies may move by land or sea, limited Armies may move by land or sea, limited only by the extent of their lord's political. - Other features include random events

spies, vassals, trading, mercenaries, and - Rated one of the four best pbm games as reviewed in issue #72 of the Dragon magazine*

GRAAF SIMULATIONS 27530 Harper St. Clair Shores, MI 48081 ENTRY, \$10.00 for the rulebook set up and first 7 RELEBOOK ender so sa *******

Capsule Reviews

Space Gamer reviews boardgames, roleplaying games, compoter games, play aids, publications, and games spellerminis. We review play-by-aiding games if a reviewer is cereolide. We will attempt to review any science fiction or faturaty game if the publisher supplies a copy. We do not gamantee reviews of shortcast games shope Gamer say publish a review of faturation games, shope Gamer say publish a review of a game we are not sent — if a reader whents a review.

The staff will make reasonable efforts to check reviews for factual accuracy, but opinions expressed by reviewers are not necessarily those of the maga-

Games and game term for which we are weaking reviews nicide Statistibles, Bastineth Gilactica. Creating? World (PBM), Crypt of Medex, Denth House, Encyclopied Bastona 2-48. The Inter-Wied, The Last Statisfisher Combat Game. The Wied, The Last Statisfisher Combat Game. The Inter-British of the Combat Games of the rev. Revenuester, RHANO, Shadowind. Space Rev., Starthije Capitals, State Took III Starthije Combat Game, Sorecus of Geom, Tarattin, Pengter of Proculus, Valley of Pedicies Verry, and over of Drouzuk. Valley of Pedicies Verry, and

GAMES

SAMURAI BLADES (Standard Gomes and Publications, distributed in US by Wargames, 1410 Promerated Bank Center, Robertdoon, TX 75080); \$18. Designed by Peter O'Toole One 17-page 68** x8** "historical background book, 386** x 118** cardboard Play Sheets, 200 counters, two 158**x 100** 22** man sheets, one 20-said die. For two absvers.

playing time 30 minutes to 2 hours. Published 1984 Samarai Blades is a simple, fun-to-play boardgame of man-to man combat in feudal Japan. The rules are short and easily learned, the components are beautiful. Action is fast and furious. Good stratery results in immediate bloods contact between the opposing sides which can continue unabated for an hour or more: bad strategy results in a quick slaughter - a flurry of arrows, some severed heads. and it's over. Just like that. The game system itself is simple in the extreme. Each character has an attack strength, defensive strength, and a movement factor. To attack, compare attack strenath to the defender's defense strength, roll a die finchided with the game), and check the appendrate chart There are charts for mounted units, infantry, monks, and samuras Terrain offers cover and various pluses and minuses. Missile combat is handled nicely through another set of charts. Anyone who's played any sort of wargame will find no surprises in Samurai Blades To make combat (and movement. and everything else) even simples. Standard Games includes a Player Sheet which brings all the charts necessary to play the game together on a single

The most impressive thing about the game is in correporates — two large maps, one depletions; a peasant town and surrounding fields, the other including some peasant tutors in every a bridge, and a temple. The maps are lovely and feel like they? Be around long after the purchaser shuffles off this mortal coil. The game necludes loss of N° counters. The large size makes the counters easy to move

sheet of paper

around and there's pleasy of room for art. This morn is used to ground advantage — these are the most decisied counters (and the bloodbest) you're likely to find. Each chearcare in suape, adding a religiouslying dimension to the game most boundary or the find of both the first of the contract of the properties of the contract of the

detail. Bue fun!

Samurai Blades is a terrific sake-and-rice-cakes come, but it isn't perfect. The rules are so simple they leave many questions unanswered. If two characters combine their attacks and the result is "Attarker Wounded" which character takes the wound? There are several partial hexes on the maps (because buildings and serroin features aren't listed un with hex odoesic do these partial hexes cours as full hexes for purposes of movement and retreat? And it's nearly impossible to tell which hexes are adjacent to windows in the buildings depicted on the maps. The beggest problem, however, is that several of the scenarios could have used some more playtesting. Scenario balance ranges from patiful (with one sale wined out in moments) to perfect (with the concome in doubt until the last blow of the

last term?). Play the scenarios in the book once and

-- Warren Spector

lished 1984

CITY OF SORCERESS (Standard Genes and Publications, Ltd., distributed in US by Warganes, 1410 Promessing Bask Center Richardon, TX 70000; S18. Bengard by A.F. x 107 color varylores botch, 169 partic-but cards, nor short large cardboard servan counter, 169 partic-but cards, nor short large cardboard servan counter, 169 partic-but cardboard, nor short large cardboard servan counter, 197 color counters, 117 x 177 chan short, 169 partic-but cardboard, wood inc., based, for two to four players; playing time two to fine hours. Published 1983.

Best described by its hot-cover copy, "Gloy of Screeners is a financy boardgame for no to four players in which apprentice waterfa struggle to pain the powers that will help them to claim sortener states—a claim which must be confirmed in the states—a claim which must be confirmed in the puring the firm part, the apprentices raved anound the city recarching spells which will help them in bring the firm part, the apprentices raved anound the city recarching spells which will help them in ceiter the Areas and one their powers to attempt on citizen and elements of it rould waterfa." The music recerach another an it rould waterfa. "The music recerach another another another recerach another another another making the problems and "Movement Levels." Arena combit takes place on a field of 19 large beses; terrain can be changed and monsters re-

Loss of attractive components (in a large, 12" x 17" box) make City of Sorcetters a treat for the eyes

— and the waller. You've petring a whole lot of single for your money? The game miself uses these components to be at abusing, giving you'ld be of cards in the first half and letting you change servain with carefron bashoon in the second. The system rewards strategy—to an extent — and features served in one mechanics to keep the sureas due blastanced even if one player scores hig for badily during approximation. There are to letty of interesting marks cards.

that lead variety to the content.

I will say, shough, that some components are less attractive than other. The cards and constern content of the cards and cards the cards and car

you — and the game can become tectors. But City of Sornerro can be fascinating at times, and to often at least ethysphie. What we have here is a highly sureon design with considerable replay value. If one game doesn't turn out well, my again and it's bound to be different. It has not flavor and times things I've never seen in other games. A qualified recommendation.

Allen Varney

THUNDE-RIN GUNS, Game of the Wild Wen (Standard Games & Publications, Ltd., disnutbased in the US by Warganes, 1410 Protentande Barik Center, Richardson, TX 75060, 518 Designod by Alane E. Paull. Ten-page relabeout, play see 22" x 17" full-color map, full-color counters and markers, 2 doe. Playing turn el to 2 hours Pub-

Well, pendenr, if you've got a-hankrin' for some rap-sortin' western action, this English game's for you. The oversized box, showing three desperadoes blassing away, promises much—and the components deliver. There are classy consists depicting outlaws, Indians, guzamen, townspeople, and other ious of the "Old West." There are slow seasoned (and attractive) markers for gold, dynamic, the trust train, and the not-be-outly stage-

Figure play the Outlaws, the Gustmen, and the Smelff, each has different ventor condition. The Outlaws water gold, the gatterns seek Gustalill water to be seen to be

The game has its share of excitement. While the outlaws are trying to rob and the guimen shoot

down the highest townspeople, the Sheriff, sided by a feeled deputy, tries to recruis help from various groups. These can include miners, ranchess, findists, and even the schoolingsm. The unitarity arrival of a locarity suggested or until brings added proseure on the forces of law and order. The Sheriff is under the gard, so to speak, as to tries to get help fire.

a title 1850-000/m.

I filled this gazer. As is usual with Standard.

I filled this gazer. As is usual with Standard.

I filled this gazer. As is usual with Standard.

I filled this gazer. As is the map of the town and is environ. As it is the top the town and is environ. Standard is fire to play on. While strategy seems obvious at times (it mean, so marter what. the Sheriff has to ge help), thore are except options to keep the game a close match. The rules are clear, simple, and have nice bits of business with explosing safes and the classic mage-coact robberty. This such 's definitely worth, or a

-Matthew J. Costello

BATTLECARS (Games Workshop): \$18. Designed by Inn Livingstone and Gary Chalk. Twoplace map board, \$36 counters, \$5 pedestriss and our damage record sheets, 4 player reference sheets, one 8-jsted die, board. For two to four players; playing time I to 2 bours. Published 1983. In the thermarch of such movies as Mod Max and Road Worrior comes Battlecars, a gaine of such-

The year 2000 are electric automobiles trending along computer, controlled "models" modways, automotive trend was almost perfectly used on deretty. However, this did not appeal to some form pincytest and abundoned garque. Froding strends of dereast roots not filled with "Autosic," they started except their fields. The first works increased instance, as people were drawn public what they wared, arming helir relations pupalled with they wared, arming helir relations no name weeks. The filling storp ginded popularity and an inmenter following, used by the year 2018 as were as autorial position, just to by the seasons.

Bestlecars is played on a unique board: It is gridded with squares, and the squares are crossined disponally. The intersection of square common and disponals is marked with a white dor. All movement and combot is done along the lines of the squares and diagonals, while the dots indicate ternian placement, weapour range, and suto movement

Each player solects one of the four combus condiplayers, areas, it, and sally from he ob burther wish due other cars. The cars's novement rate is set at the objuring of the term, subject or miles on accelerarate when the control of the control of the consistence of the control of the control of the consistence of the control of t

Batifecars is totally counter-based. Counters mark damage, indicate spood, note the weaponry in a pod or turnet, and even make up the terminit Grass counters, budding counters, tree counters — all of the termin is "portable," allowing a different board

every game!

Bettlecors has its good points: The movable terrain, the superb counters and components, the case of learning the rules, even such technicalities as the possibility of losing control when you go through a

Unfortunately, there are bad points, too: The players are limited to four actual vehicles, the only variations being what weaponry is installed, the lines restrict movement and weapon fire; nockets hit more easily than machine-guns, and damage from all weapons is attenuated by range; and loady, the well-done cover illustration gives an erroneous impression. The cover seems to suggest a low-tech Soud Warrier-type game, not the high-tech attnament that actually exists in Bentlecars.

mere that actually actors in Bestieteurs.

Bestieteurs in ambinable boustquam, a simple
wergame. But compare its instead movements and
for a simple instead movements and
forth, and in price to the succeeds in more complex
but from movement and combet and bewilderingly
large valides selection (including design-yourowns) in Care Ware, which remails for less than one
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just one of the work of the number composition,
which were the price of the price of the price of the
might consider Bestieteurs. I'B say with Care Warmight consider Bestieteurs. I'B say with Care War-

STAR FLEET BATTLES VOLUME II (Tak Force Games): \$19.95 boxed set, \$9.95 nilehook only. Designed by Stephen V. Cole. One 8" 1 11" 96-page looselest book. Boxed set sals included 321 15" equase counters and 32 pages of Salp System Design Spheet. Any number of payers, plus posible referee; playing time indefinite. Published 1984.

1984. The second part of Task Force Gumes' Ster-Fleet Bartiles Commander's Edition is out, after a year's wait. The wait was well sword it, as TFG is slowly geining the rules of this game organized. All income the steel of the game organized, which is too acts is now set up in one package, without the supersoding of rules from book to book. New wiles and ships have been added to the

New rules and ships have been added to the game that were not in the enganisms. The new scott rules give more versatility to that class of ships, especially udding purposes for the "special sensors." The old rules have been revised and completed. Some constraints have been changed to allow for material not yet present in the Commander's Edition—e.g., "The First of this Kind" uses a Denadrought instead of a Command Crisice-X. The main differences have me nullooks only

The main differences between the nubbook only and the boast of olitions are the additional counters and Ship System Diophy thems. Two of the counter sheets are from foremer expansions; the new third counter sheet includes ships that have been released to the counter sheet includes ships that have been released to the counter sheet includes the sheet included and the same that t

halts. Some pages do not interweave well with the first volume, especially the scenarios. The Master Ship Chart was done using a dainywheel printer or typewriter, unlike the photo-typesetting for the reat of the book. The typesetter managed is all places to use a slash (i) where a percent sign was no be used (Sh.) One hopes those services can be corrected with Volume III.

For new Stare Flord Bastler allowers, I secon-

mend the bosed set for pures that you need. For converting players, get just the rulebook, but check your old material for needed parts.

—Philip L. Wing.

LANDS OF ADVENTURE (FGU); \$12. Designed by Lee Gold. One 8%" x 11" 28-page Culture Pack, one 8%" x 11" carditock character sheet, two 6-sided and two 20-sided dict, boxed. Political 1984.

Published 1984.

Lands of Adventure is a new FRPG designed by Lee Gold, creator of FGU's Land of the Rising Sun RPG. It is a modest, but by no means insignificant, effort compared to other record, sometimes-exertive FRPG extravalentus, consistent only of a brief

the same in either Mythic Greece or Medieval Enviand. Character generation is somewhat complex - more so than RuneOvest or D&D, but not so much as Bushido. Eleven main characteristics and several secondary factors define characters. Of those, four are primary, rolled on a D20 - Craft. Tules: Assessance and Strength The others -Desterity, Voice, Intelligence, Prodence, Acility. Constitution Charisma - are based on averages of other characteristics and die rolls. Characters have basic skill percenages in general skill areas, such as Communication, Magic, Knowledge, and Wespons, plus a number of specific skills determined by the Prudence score. Skill levels are determined through formulas based on governing characteristics and the censeal use of previous experience. Combat and magic use are relatively complex, though not so roll to hit, for example, is a simple percentage roll vs. wraten skill (with medifiers), though weapon damage is determined by several factors, such as a weapon's weight, family, and so on. The main book also offers "generic" funtasy rules on gods, animale creatives etc. while the Culture Parks eine specifies for each culture examined.

specifics for disk cutter detailed. Several pool in the property of the property of the property of the control of the property of the property of the section of moving dense, with the property and strickers, in unique and well-oncerived. Optional delice, such as "Annequive Effects During Spell tasches, too. But it is the Culture Facts that pur Lead above other receiver FPGGT. The data control of the property of the property of the sevend to off use to any GM who which to ma games in these ears. The Medical Bodd and property of the property of help to not early from discharge or property of bedging not early from discharge in particular property of property

unchel inflammation on Devalution as well.

John Schmidt and John Schmidt

Sail, for its Culture Packs alone, more of which are promised, Lands of Adventure might prove a good buy for any PRPGers who don't consider themselves experts on the specific cultures covered. As for the game itself, Lee Gold admits in the introduction that it isn't the perfect PRPG. But then, what isn't we perfect PRPG. But then, the perfect PRPG and the perfect

FELLOWSHIP OF THE RING (from Crown Enterprises); \$25. Designed by Coloman Charlion. 21" a 26" mounted mapboard. 222 playing cards. 65 plassic playing process. 40 counters. 24-page nulebook, various chares and play-uids. Boxed. For two players, playing time 4 to 6 hours. Published

SIGE.

Games have been writing for this for a king time. Tolkinn's Lord of the Rage is the oblivious to Lord of the Rage is the oblivious the Lord of the Rage is the oblivious the Lord of the Rage is the oblivious that the Lord of the Rage is the Rage is the Lord of the Rage is the Rage is the Rage is the Lord of the Rage is the

the Fellowship Player gets so Mordor with the Ring (avoiding intervention from the Enemy Player along way), the higher the level of victory. Presumably, faure supplements from Iron Crown will pick up where Fellowship of the Ring leaves off The area conventions are wareh. The man-

The game components are superby the maboard possible stand measured in boardifully rendered, paintankingly destiloid, and a los of first to self: Veglipsod the game a number of times and I'm self: Italiang hadden records and features 1/2 evenmarkers (boking) superpeasely like: survised direct allowing only the owing player to see the identityage floor. There are 100 character and commer cashrepresenting every ranger rate more figure from the even cards that may allow the Fellowship to become

friends, discover secret trails, or encounter Gollum Clearly a labor of love with remarkable detail. Fellowship of the Ring is a game you really want to root for Sad to say, it doesn't quite come off The combat system, for example, in essentially a dierolling contest which really slows the name as a crewl when several characters are involved. Although the hidden movement system is cleare, it's swit want to play, requiring constant cross-referenceing from the numbered playing pieces to the everchanging character card displays. Worst of all, somewhere alone the line the "feet" of Tolkien's novels has been lost. Fellowship of the Rine at quickly reduced to a guessing game involving denses of plants other scattered arrows the board. It has more to common with an abstract warrante like Streetens than it does with the enter southers of the bobbies through Middle-earth

This is not to fault the efforts of the designers. They've done an admirable job with a tough assignment. The trials may be that Lord of the Rings samply doesn't provide a very good premise for a two-player boardgame. A solltaire system allowing the

Fellowship to find its way across the land, making discoveries and encountering resistance along the way, might be bester way to capture the adventurous feel of the books. (After all, given a chore; would any Tolkon fan really prefer to play the Encomy safel') in any care, in que of the best intentions, Fellowship of the Ring is little more than

-Rick Swan

CHIL: ADVENTURES INTO THE UN-KNOWN PROCESSET ALL SEL Designed by GAS STANDER, GENT SPAGE, Mark ACTS. Efter Sharp, and Michael Williams. One Spage Introduction, Folder, 16-page advenure, 64-page Campaign book and 32-page Horrors book 219% 32 deather of the Stander Spage Internet book 219% 32 deather disc, book. For referre and a variable number.

players: playing time indefinite. Published 1984 Following in the, er, cleve penns of Chaosaum's Call of Cabulha and Tri-Tur's Stalking the Night Expensive is the newest every in the modern supernatural factory RPG field, Chill: Adventures into the Unknown by Paceurter Lad., a relatively new company made up largely of several ex-TSRers. Chill is an impressive and professional first release for Paceiener, and an excellent addition to the some Player-characters in the game are members of S. A. V. E., the Societas Albae Viae Farmiests (the Exernal Society of the White Way), a sorter official zation dedicated to lighting the darkness of the Unknown - umaker to Stalking the Night Fontostic's Bureau 13, except that it's a private rather than a government group. They combat creepies as out level in the Hornory from the Unknown book varreiros, wcrewolves, ghosts, and magnines, armod with knowledge, skills, and, if able, the desciplines of the Art ("white magic" as opposed to the "black magic" of the Evil Way). Character generation is straightforward with the make abilities of storneth

desserge, agility, willpower, personality, percepsion, samma, and lack determined by a JDIO 4 TO roll. A DIO roll determines his mass skill postes a character may spend on itality on store to tacher lovel (see free per period). Skill poetralegote based on abilities, pils a lovel percentagoqueros, and period, percentago are based on abilities, pils a testa general thoroughly. Ingratly, and playably, as an damage determination and healing, pils estates are damage determination and healing, pils estates

such as animals, NPCs, and use of the Ar Chill has a lot to commend at not the least of which is the omission of material you per for the price full-color world man descut counters, butsleboard and rules. The name has several innovations in its mechanics. The Chill Action Table used for specific checks of various actions, combat, fear, and so on, is simple and easy to use (as opposed to similar action-chart-based games such as James Bond 607), yet gives surprisingly detailed results in a number of superiors. The list of disciplines (spells) is quite extensive and covers most paraesychological phenomena in fantasy/horror literature, even though most are limited to use by the Unknown and not player-characters. And lots of nice touches, such as the S.A.V.E. timeline, excernes from S A V E leader Michael O'Boylan's Denote of the Factor and liberal doors of black humor make the game fun just to read, too

There are a few points about the game I'm no everly uakes with The Side A move-off-reinfellers, then Side B, etc., area sequence to one that seems more appropriate on a basedgeme than a RPC-1 leave of the seems of

Writing Reviews for Space Gamer

Capsule Reviews

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"capsule" mysews" – 400 words or less.

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Each capsule review should be five paragraphs long and contain:

(1) Basic information. Present these facts, in this order: NAME OF GAME (Publisher), price. Designer. (If applicable: Supplement to —, "Companion to —," or similar note.) Format. Ist of com-

ponents, with sizes of maps and rulebooks, number of counters, etc. Number of players; playing time. Publication date: (2) General description of the game background, the sides, course of play, specul features, etc.

(3) Strong points. Discuss what is good about the game, in every game there is something worthwhile. "Fun" is a useless adjective. Be specific.

(4) Weak points. Every game has its mobilems, too. If the only faults you can

to fatally flawed, come right out and so so If you can phrase your enticions as suggests tasks for improvement, do so.

(5) Summarion. Your overall opinion of the game. Who should and should not be come of the game.

of the game. Who should and should not buy it, and why? Is the game worth its price?

All reviews must be signed, the review-

find are minor ones, say so. If the game is

er's name wall be printed. No game may be reviewed by an designer, by a playtester, or by an employee of the publisher. (Dosigner's articles are welcome, but must be billed as such's Final most. If you can write a complete review in less than the full 400 words, by all means do so.

This review format is designed to encourage fairness and to give the reader enough information to let him or her decide whether he or she wants so buy that game. Keep that in mind when you write. This is a theret review, now a complete analysis.

Featured Reviews

These will be game reviews 1,000 to 2,000 words long. They should contain all the above anglement on, plus whatever else reviewer warms to as, They may be written in any format. A featured review may coper citizen a new game or one that has been just the market for some time. If Space Gamer his not all ready printed a capsale review, write one and submit in at the same time. We may even use before the same time.



to have seen more creatures in the basic game itself.

Still, Chill is a visible alternative in supermutural
gaming for those who desire less graphly than is
typical in Stalking or perfer more conventional
creatures than the sanley-blasting borrors of CoC.

—William A Burson

SEGE (Standard Garnes and Publications, Ltd.; distributed in the US by Warganes, 1410) Prosecuted Bank Center, Richardson, TX 750805, S18. Designed by Alan E. Paull, Two 16" x 22" maps. 39 courses, 4 reference sheets, rathchook, scenario book, historical background book, 6 cante exceed sheets, 20-slided else, Fer two players; play-

the size of the company of the control of the contr

Slege commons the high quality of its companion, Cry Havoc, with art-piece vinylized maps of a cump and a small castle, double-sided constents for every man (and animal) in the battle, countees for the siece gear, pained in loving detail ... wonder-

full
Like Cry Havec, Siege's counters are too thin
for comfort. Be careful with them.
Siege is well worth the money. The scale fits any
Strem mislature floures, the most are invaluable.

and the rules about taking castles are very useful.

—Crair Shories

CRY HAVOC (Standard Games and Publications List: distributed in the US by Waganes, 1410 Froncauch Bask Center, Robandson, TX 75980); 518. Designer not crossled. Two 16° 1 22° mps. 226 construct, 4 reference these handles of constructions of the control of the c

Cry Herre is a gener of man-o-man medicarwriter. The players select date in a securior and hothe it out on a six-fere so-s-herr map that corresponds to the use of more minimum: Hand's blead and the selection of the selection of the selection of the cred in the rules, along with nersita effects. The playing pener are inclindualized, each with a different colored line picture of the hindwalest. manreals are rateful by flipping the conserver, simplifying record-lengthe, the instruction of the visible server sections, cought from sainful encoivers, simplifying record-lengthe, the instruction of the colored servers of the colored servers over, simplifying record-lengthe, cought from sainful encoitrosis servers cannot compare the servers of the visible servers cannot consider the colored and servers of the colored servers of the col

on the 13th century). Optional rules on how ammunition, command control, and ransoming nobility round out the game.

Cry Harne is an outstanding game. The rules

are easily learned and played, the vinylited maps are works of an, and the playing pieces are beautiful and widely varied.

There is one flaw to the game: I could wish that

name is one maw so the game: I could wish that the counters were a tad more substantial; as it is, they're kind of thin.

Cry Hawee is superb, a wonderful shumbail sketch of medieval combut. Gamers interested in FRPGs will find it a useful and emercially the more.

-Crair Sheeles

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SEND \$2.50 FOR COMPLETE RULES PACKAGE TO: Adventures By Mail, PO Box 436, Cohoes, NY 12047 STAR TREK II. STARSHIP COMBAT SIM-ULATOR (FASA). \$12 Designed by Daniel F. Tepcol, Iceda Weisman, and Win Jehn Wheele Board see with five 85° × 11° hookless (R. 24. IR. 6. and 4 pages, respectively). 36° x 22° Saufield Mignifect, 73 Starchip Silhouette Commerc, and 112 Dipoloy Commission of the Starting Sta

Sur Tee II is, one singly, a starting combamistation II provides four genes. He Base, Advanced, and Expert Starship Tactics in order of complexity in all Command & Common," a rolephying system. The rules are in the first too books, except the four of the company of the comceasing in the fourth, and in introduction to tanking combat in the fifth. The system given in basically that which FASA use for Size Track—The Rade-Hoping Game, although there are onne differences with coch system from the "croquids" Combat

the supervision of an "inversion". This system is of our emotify up players of the Star Trek RPG is provided a new mapfolds, new counters for the shops, more deplayer counters, and new, better-dooking possils. The systems given provide many variations which can be uncorporated many feet many variations which can be uncorporated many feet from the many time of the star star should be supported to the star should

pasong of the Kobustin Mara sometic during his cade days.

There are many flaws, however Ship design is impossible using just these rules, you also need the Starzhig Construction Manual. If it Manual in it worth, playing with the cough, players must be resigned to playing with the code. The playing with the code who have been supported to the playing with the code when the playing with the code with the playing with the code with the playing with the code with the playing the playing with the playing the playing with the playing the playing

ing. It is never explained where the "Combat Systems Shaken" chart is used. Roleplaying is more of the Car Wars variety than the D&D type. Characters have only their childs in areas relevant to exptense have only their childs in areas relevant to exp-

thip combet.

While I would recommend the game to anyone who owns the releptoying version of Star Trek, it is not the best fleet scenes or one-on-one starship bette system on the market today its best use is to enhance the starship combet system in the RPG, and this it does recollently.

- Secre Com-

THE SEARCH FOR SPOCK (FASA). 56. Designed by David F Tepool and William Cardwell. One 32-page rule booklet. 76 Event Cards. 112 playing paces. 7 modular map hener. 3 dice, boxed. For one to four players: playing time up to one hour. Published 1984.

In this, one of FASA's new manganes, each player takes a Federation or Klingon character and lands on the Genesia Planet to recover young Spock before the planet can deissegrate into random asoms. As the characters go form when the to sure. Hyping to locate the missing Vision and fending off anacks by "scoom like forms cround by the Geness Effect." They must also consend with a host of natural haracts, them make it back to their between comments.

for recovery by their slap.

The Sourch for Spock is a quick, easy-to-learn
game of servival on a headle planet as the players
fight gainst time to complete their mission. Combat
in fast morning, if overly simplistic. Federation and
Kilippon characters from the Star Forth Il move are
provided, along with a system for the players to
generate their own characters. The game works best
solitates, but can be played with up to four two
Federation (Octa, and Saurch) and two Kiliston

(Kruge and Krimm), all competing against each other

However, the bad points of this game far out worth the good once. Bules are mostly explained at points, especially concerning placement of markers and creation of rubble. Advanced solitaire cames can end quite ratiofly when a player loses a triconder (preventing him from bearing back to his ship) durme a planetouske. And the "vicious life forms mentioned on the back of the box consist of just the enlarged microbes and the Klingon pet, nothing else. The two life forms possess almost identical statistics and can appear any number of times (at lesst four apiece) in a given game. And the rules as written can be easily abused, as one can on an a site where Speck might be, sen outside it for one turn. then return and check it seam, then sten out, return, sien out, etc. This option gives the same chance of finding Spock as treiding halfway across the map

Unless this is ignored, the game is no challenge in all.

The only reason you might wish to buy this is if you have some extra money to spend and are looking for a solitaring game. Vague unless make the game nearementy difficult to play in spots and the frustrance level is high. Hyou was to buy The Search for Spock, be prepared to do some timkering to make it challenges, set unvisibile.

-Sieve Cross

STRUGGLE FOR THE THRONE (FASA); So Designed by David Tepool and Jordan Wiemman, 7-pool modular board, 112 consisters, 76 action careful, 2 so stated dee, 37-pool modular board, 112 consistent careful, 2 so stated dee, 37-pool modular board by the state of the state

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emperor is dying; the players are the leaders of various powerful families, all vying through strength, diolomacy. influence, and skullduggery to become the next emperor! Play is a combination of ship movement and action cards; playing cards allow actions that range from stealing your enemy's plans and ambucking enemy squadrons to accurring more thins from the Emperor. The last player with thins left in the game is the winner! All alliances must be broken before the same can be won; there's only

one new emperor This game is a winner. Reminiscent of Grenudier's DwarfStar line in score and narksoine Structle for the Throne features excellent counts an easily learned combat system, and a very well itlegrated rulebook. The rules, once learned, do not stand in the way of quite a bit of freewheeling double-dealing: the cume was made for alliances

(and breaking them). Unfortunately, the need for back-biting to make the game really interesting requires at least three players. And more examples of various game func-tions, particularly the influence gambia, would have

been welcome Struggle for the Throne is a very good product for FASA; it also puts mini-games back on the mar-let. If you have a lot of sneaky gaming friends, then Strurgle for the Throne is worth the steep price. -Craig Sheeley

THE LAST STARFIGHTER: TUNNEL CHASE (FASA): \$6. Designed by Jordan Weisman. Seven-piece modular mapbourd, 25 fighter counters, 64 starfighter record counters sheets. 74-mage milebook. 2 six-sided dice. For 2 m. 25 players; playing time one to two hours. Pubtished 1984

Fighters pursue each other through the namely of an asseroid. Zipping around corners at high speed, the pilots seek to get on the enemy's tail and blast him down while avoiding collisions with the rocky walls. The Last Storfighter: Tunnel Chase puts the players in the cockpits of five different notes of fighter craft to chase one another through the twisting raceways. Navigation through the turns and the dreaded Squeeze (a narrow tunnel) causes as much damage as your enemies do: the fighter's runs rate is matched with its speed and the turn difficulty of the curve, vielding a number to be beasen on 246. Then, if you survive the transels and can bring weapons to bear, you can try a shot at your onnonent. Most of the game is spent whipping around at high speed, trying to stay in one piece and maybe

get a snap-shot at the other lighters.

The Last Starfighter: Tating! Chape is, an excellent example of the minigame; easily learned. thort playing time, variable mapboard, all compopents included, and a simple yet elegant combat sys-

tem. Believe it or not, 25 players can actually play in the same game! The counters and components are only adepate, and could have been better. FASA should

have included a sheet of the turn charts to prevent the necessity of dog-earing the rulebook for constart chart consulting. Harrah for the newest entry into minigames, The Last Storflighter: Tunnel Chase! Another tri-

-Craig Sheeler

NECROMANCER (Steve Inckson Games): \$4.95. Designed by Allen Varney. One plastic Pocket Box containing a 24-page rulebook, 11" x 17" map, 112 two-sided counters, and a ziplock bug. For two players; playing time 1-2 hours. Published 1983.

umph for FASA.

In Necromancer each player portrays a wirard who has the power to control the undead. Necromancer troops cousist of zombies, skeletons, and wraiths. Both Necromancers strive to artain the mustical levels of Power while revine to eliminate their opponent. The Necromancers move about the came board maneutorring on plateaut, slongs, and cliffs. Each Necromancer sends troops of undead into the Miasma, a mapical miss, to search for the hidden Jewels: upon attaining one of several Jewels. the Neuronesser activates it and finds out what its

One of the unique features of the game is that each Necessaries can convert enemy units to his own side. This makes the same fast-mond and overchapering. The more units a Necromanorr controls. the weaker each individual unit is. And likewise the fewer units one controls, the more powerful each individual unit is. The combat system is unique; attack strength and resistance vary with the number of units controlled. The subbook contains a very eneful will out section filled with charts and tables Advanced scenarios introduce apprentices, mercenaries, dragons, and several mapic items to be used by the Necromancers.

The only problem that stands out is that the Necromancer is the slowest moving unit in the game. To me it would seem that a living being vould be able to move quicker than a shambling review) creature. This can be exercome in the same: With the aid of a Jewel of Power a Necromancer might be able to increase his movement ability Overall, Necromanoer is action-marked, fast-

moving, and ever-changing. It is a unique game which most numers should find exciting to plan - Keria Frey THE OMEGA WAR (with Ares magazine no. 14), Designed by David James Ritchie, 16-page rule-

book, 200 counters, 22" x 34" mapsheet, For two players. Playing time 6-8 hours. Published 1983. In the year 2121, a ten-day atomic war dryastated the nations of the earth. In the following three centuries, a rebuilt North America has been loosely presented into a series of clasholds and population reserves governed from the domed sentements of the World Union, Unknown to the Union, a group of rebel natives have banded together to form the secret "Omore Oresalisation" and are planning a revolt once they've managed to rally a sufficiently nowerful force of "freemen" to take them on. Thus the state is set for The Owners War, an ambitious but disappointing two-player boardgame designed

The theme of an after-the-holocaus world is nearly as tired as that of a "freeman" rebellion, but The Omego War manages to combine the two into a fairly original setting. The action takes place on a colorful map of the (former) United States, now divided into nine clasholds and three reserves. A number of Union undersens are located within each area: amone them are Metros (administration centers), Warrens (subterranean factory towns), and the Bubble (an undersea city). Nomad hordes and Motants room the outlands and may be convinced to join the rebel cause. The various factions are orgasized in a complex political and social system, mak-

by David Ritchie

ing for some potentially promising situations.

But the game system fails to live up to the premion. Strip away the science-fiction puckaging and you're left with little more than a run-of-the-mill wargame, complete with infantry and air units, supply sources, and zones of control. Once units are mobilized and assigned to areas, the game quickly becomes a series of isolated battles for the Union well-meets scattered across the man. And this war is a long one: the campaign game takes 29 turns to complete, with each turn consisting of 35 (!) individual steps. Further, the design of the counters makes it next to impossible to keep track of which units belong to which side. The Nomad units are all about the same color, and you have to look close to distinguish the basic units of each force. A real mess.

dull, the stiff turn securnos and confusing graphics make it a chore to play. Tou bad, because there are certainly enough ideas here for a decret same. As presented. The Omega War suffers from too much ambition and any little development

Brat Core

THE HIGH CRUSADE (TSR): 56 (with Area manazine No. 16). Designed by David Cook. 16-more rulebook, 200 counters, one 22" x 33" ma sheet. For two players. Playing time 3-4 hours. Published 1983.

Quality science fiction boardgames are few and far between, so it's a pleasure to report that The High Crusade is a real com, endiessly playable and a genuine challenge for hoth sides. Bused on Poul Anderson's novel of the same name, The High Crusade recreates the structle of the rebel Cossulers in their mission to overthrow the evil Werworls empire. Hotelessly outnumbered at the outset, the Crouder player at terrors to rally Independent Races (including the mysterious Thralls) and maintain fortresses on key strategic planets while avoiding the orelaught of the

powerful enemy conquerors.

Obviously, the Rebels-vs.-the-Empire premise more to mention the same man) owns much to Freedoes in the Galaxy, and the planetary conversion concept is reminiscent of SPI's excellent Sword and the Stars, Overall, however, The High Crusade is a snuch easier system to handle, in addition to boast-Ing several unique features of its own. Crusader mits for instance cum motional titles of knight baron, and bishop; cathedrals must be established on converted planets in order for an archbishop to become the New Pone (which in turn is needed for a Crusager to be crowned King, necessary to win the name). An IO Track keeps track of the Werszoria player's current level of intelligence concerning the Crusader player's activities, and an Equipment

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DARK HOUSE - R1. BOX 140-A THEILMAN MINN 55978 3 Track limits or increases the extent of Crusader operations. A unique combat table gives results in surretive paragraphs, and there are plenty of random events (including louie storms, helpful ambassadors, and religious heresy) to keep things hop-size.

Authority the game is fairly transplatforward, the inpose of the trades for some totals going; "How To Wils," for instance, in explained in Part S, while the "Victory Conditions" are in Part 10. Be prepared for several read-throughts to get everything straight. The game bound is also selevanting straight are game bound as loss selevanting of the part o

heeff. With the demise of Area, it'd be a shame if a greet game like The High Crustade got lost in the thirffle. There are apparently no plants to reisson Area games in boxed versions, so you'll have to round up a copy of issue 16 to get the game. It's worth the effort. The High Crustade is an absolute

-Rick Swan

STAR TREK: THE ROLE PLAYING GAME, SECOND BUTTON, PASAL, \$12. Designed by \$0.000 to \$1.000 to \$1.

Role Playing Game - and has somehow managed

so make the game even botter than before. The new collidios is priced more in reach of the everage genere than the original SSS version. It can so some of the following the state of the s

The new ST-RPG improves on the very pitybel systems of the oil, expanding or streamlining them for added ST "realism" or greater playing, the section on SED bases, finger, bending, and clearer and ensire to use than before. Additional information in provided on the Poleration, Star Plott and the various other races in the ST subvens. Plott and the various other races in the ST subvens, Academy is more a downing resistent than before, with a greater variety of silbin available—including many, such as codepty, blessics, and enteroelogy,

not in the first calcision at all.

Problems are few in this edition of ST-RPG.

Some imms them the original water negeritable,

Some imms them the original water negeritable,

SSP Flett's inhier deviations, ranging SSF creatures,

and Kevin Riley's NeC stata are among the missing,

and Kevin Riley's NeC stata are among the missing,

and Kevin Riley's NeC stata are among the missing,

and the consolidation stated straight original has

mented to be a state of the state of the riledum
man's akids are missing from the Branch School

catalog in the missi rules section (but appear on the

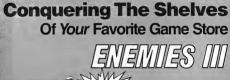
Character's Generation SSPerf Frent's Alds. the ser-

tion-class starship service should be on the first leacinstead of Star Fleet Academy "Command," which reappears on the last line. And the table's use is better explained on the short form.

ter explained on the short Journ. Sour Trek: The Overall, though, second edition. Sour Trek: The Bold of Gardinan and the State of the State Bold of Gardinan and the State of State State of State of State of State of State who can the original new? new first distincts to continue to play, as both are compatible, but will corsumly find except five new merital that they won't be soury for buying it. If you haven't yet tried STAPAC exposured by you haven't yet tried in particular that the state of State of State of State in the STAPAC exposured this gainst over its competition.

HEART OF OAK: NAVAL MUNICIPES FOR TERE AGE OF FIGHTING SALL Grammy Onner Unlimited): 57 squarmely or as part of boxed Privaters & Gentletens rolephying as, S17. Designed by Jon Williams. 816" x 11" 40-page boxed plass sight pages of poll-our charts and cut-out skip counters. For two or more players; playing time indefinite. Published 1984.

hen Williams, suther of five sorels in the Privaters and Gentlemen sta sage, he saw witten a meissionelly researched see of role for away warening in the sage of health [1755-185]. The science of semile in the sage of health [1755-185]. The science of Williams explicit in a masser the crubble verse confirmed limitables filter and to substrand and learn equity. He starts by discussing and equivalent particular states of the same of the same of the wearing and taking on and off and. His tournament the same of the same of the same of the wearing and taking on and off and. His tournament the same of the same of the same of the wearing and taking on and off and. His tournament the same of the same of the same of the wearing and taking on and off and. His tournament the same of the same of the wearing and taking on and off and. His tournament the same of the wearing and taking on and off and. His tournament the same of the wearing and taking on and off and. His tournament the same of same of





The Villainy Continues .

if you would like a free game catalog of the entire Hero line, please contact: Hero Games 92A 21st Ave. San Maten. CA 94403 HERO CAMES reality and playability in the rules. For example, the problems inherent in simultaneous ship movements are avoided by having players roll for initiative each turo and then move single ships, rather than their whole fleet or squadron, alternately. Combat is also simple yer realistic in result. Crew consulting for example, are taken as a function of bull damage There is also an intricate critical hits table sensuated into various firing ranges that covers every conceivable damage possibility.

Heart of Oak is an extremely enjoyable wargame. What makes it even more enjoyable, howover, is the fact that it can be conigined with roleplaying rules (available in the board version of the came) so that a player can, if he's skillful and larky watch his very own Horsein Homblower rise from ensien to admiral while either replaying actual lostorical conflicts or extended commaions of the come-

mester's impaination Physically, Heart of Oak is nicely organized and very attractively laid out. The illustrations are a curious blend of modern drawings and reproductions of old engravings of sailing vessels. The lamer

are informative and interesting. The former are Heart of Ook can be recommended to those samers who want to advenue in a universe that, although familiar from our history books, is also as

exciting, heroie, and deadly as any fastasy universe ever imagined. - John Miller

SPACE INFANTRY (D&R Game Design); \$4.95. Designed by Duriel Douglas Hutto and Roser Allen Forand One \$16" x \$16" 68.mars rulebook. For one gamemaster and an indefinite number of players: playing time open-ended. Published 1982.

In the milieu of Space Infantry, the players take on the roles of space caders in some sort of futuristic military force, Characters have "qualities," that is, strength, azifity, etc. - nothing new bere. This is followed by some confused raises on ranks and the peroduction of a handful of possible skills. Thereare about a dozen nuces of wrappen and equipment lists. The combes rules, scattered around the booklet, seem to be concentrated around a number of charts: a surprising array of tables deal with the The rulebook touches on some of the most imporrant aspects of any starfacine type of RPG: starships, aliens, and planets, but handles all in the most

sketchy manner. According to the capsule review format, this is the paragraph in which I am supposed to talk about the good things about the game, Himmin, let's see

. The typesotting is very nice; were it not for the horrendously bad artwork, this rulebook would at least /ook professional. And the earne certainly displays a high degree of sincerity and exuberance, and (despite a seemingly conscious effort to hide it) a certain amount of imagination. It strikes me as a sort of cottage-industry offering; Several namers got together and said, "Hey, I bet we could design a game!" and planged (mo it.

Describing what's wrong with the game is much easier. The rules are poorly written, inadequately explained, and haphazardly organized. It is difficult to conduct something as fundamental to the game as rolling up a character or determining a round of combat with the rules as they are written wishous filling in the weak spors. A number of the rules sections, especially those dealing with skills, computers, and space ships, are just ludicrous when they are understood. Any sort of background or setting is totally lacking - just who are these Space lefastry anyway? The page and a half devoted to describing how to create an alien race is worfully inadequate. As a final note, the artwork, apart from some decent drawings of vehicles and space craft, is

absorpal. No artwork is better then had artwork and certainly the book would have looked better had there nicesure been left our

I can't fault these designers for trying; despite corretions about Space Infantry that I didn't like there's a certain vibrerity to the afeas personal here. The deciences have a come, but there is definiscly a problem in communication in I wonder how much hency Space Infantry would have been had it had an outside and objective editor; then, it might hour been within As it is I immine that Course In foreste could be made into a ward able releasessing cytem were the numerosper willing to use it as a have red do most of the desires work himself. But the marstions is, why bother when one can start from scratch or nick up one of the infinitely superior systems aircady available? There's no question about one thing: Space Infantry is certainly one to pass un

_Torr Water

SHERLOCK HOLMES CONSULTING DETECTIVE GAME (Sleut) Publications, Ltd.): S22. Designed by Gary Grady. Three-ring vinyl binder containing an 816" x 11" 32-page News-paper Archive book, 6" x 9" 46-page Case Book, 6" x 9" 8-page rulebook, 6" x 9" 15-page Landon Directory and 24" x 28" London street man. For one to several players; playing time variable. Pub-

lished 1982, preised 1983.

For mystery lovers, those who enjoy a good puzzle, or gamers who like a game that is easy to play yet extremely challenting. I can think of none better than Slevih Publications' excellent Sherlock Holmes Consulting Detective Game, Uniquely packaged in a handsome brown 3-ring binder graced with the salhoueste and signature of the master sleuth of Roker Street himself. SHCD contains everything secretary to these you back to the for-shouled

streets of Victorian London to match with with Holmes on any of ten confounding mysteries cases with richer such as "The Core of the Mustified Murderns." "The Case of the Cryptic Corpse." or the omnous "Thames Murders

While she cases may be sough enough to stamp all but the most assure associate detectives, the same itself is quite simple to play. Gamers are members of Holmes' Baker Street Irregulars, and so are treated (in the first pages of the Clue Book) to a lecture by the great detective, instructing them on prime sources of information in researching a case. Upon choosing one from the Case Book, the informotion there is read, giving the player(s) suggesturn on where to search for class or various locations on the map. Each game turn, one such location may be visited by the player and any clue corresponding to the map number read from the Clae Book. The incommon of industrials named in the Case Book may be found by consulting the London Directory, which is keyed to the man. Other clues may be obtained by scouring the "agony columns or features of the London papers contained in the Newspaper Archive, Once a player feels he has crough information to solve the mystery be may take the quiz for the case he's on, scoring a from the solution section of the Case Book and checking his time in solving the case against Holmes' to see if he's beat the master at his own game (highly unlikely). The game may be played solitaire, by two competine players, or by a group working together.

All of the components of SHCD are of too north quality and aid greatly in expressing the Vicsorium "feel" of the came. Especially gice is the Landon map, which notes the locations of such imnorture exces on Virgoria Station, the British Museum, Scotland Yard, the Tower of London and, of course, 221B Beker Street, along with vars ous police stations, pecks, and railroad tracks

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through the city, in various burs of willow, orange green, and crok (on the second offtion mun). As need, all the cases are quite challenging. Though I've been an aficionado of the Holmes stories for some time now. I've been hard pressed to solve several of the cases - and never have I beaton the masher to the answer. Other nice touches to the name include the London newspapers, which include snaybes of Victorians (and not a few red herenes) along with the valid class, and the presentations of several of the cases, one of which is simply a handwritten note from Holmes to "check today's

There In spice of its overall excellence, SHCD does arbibe a few menor flame. Simple as the roles are adventuce gamers seem to want to read more man them than is there, which can cause problems. For example, though the map has a time scale, this is only to trace the travels of characters being casestioned in the same - not of the players. It takes a player the same amount of time to much a location across the street as across the man. This per's stated clearly esough in the rules, which could lead some players to spend several game turns in transit while others are picking up nearby clues, if they're used to adventure games with a more "realistic" time sequencing Also, because of the nature of the Clue Points at the various locations (which read like the event paragraphs in solo RPGs), you might find yourself cetting an answer to a question you don't yet know enough to ask. This is unavordable due to the format, yet sometimes exasperating. Another more problem is that the Directory doesn't crossreference from the map - you can find a location on the map from checking a name in the Directors. but you can't find out what is at a certain map num ber by consulting the Directory, unless you wish so so through all the listings used you happen so run across that number

I've found the two-player format much less satishing than the volo or group versions too. In competition. it's possible one player can find a solution (correct or otherwise) much earlier than the other and end his part in the game, leaving the other player to go on alone, possibly for quite some time depending on his tenacity - or obtuseness. The scoring can be a problem here, too in the first same I played, my opponent dropped out early in the case. His solution was totally wrong, while mine was two thirds correct. Ye he won on scoring Why? Because for every turn you take longer than Holmes to solve the case, you lose points. His score was 0, but mine was in the negatives because I hung in for so many extra turns. Such anomalies can be avoided by sticking to solo and group play, how-

It should also be noted that there are a few types here and there. Most aren't serious, but Sleuth has noted in one of its irregular newsletters that in the Solution to Case Six. "Patrick O'Hara" should read "Nat Cook." Those having extra problems on Case Six, take note.

Yet in space of these picky little problems, I still hour to you that the Sherlort Holmer Committee Detective General the best musters some I've ever had the privilege to be stumped by. After acing most sames of Char or 221B Baker Street with no saves. it's a referebine feeline. The folks at Slouth Publications are to be commended for the effort they not into this same (and of course, they already have been although it is not a boardcame. SHCD won the Charles Roberts Award for Best Fastasy Boardmore of 1987 - and most deservative. Those of you for whom ten cases aren't enough, however, be advised that one supplement, The Mansion Murdert, with five more cases, it already available (see the profess on page 53) and a second is in the works (and may be out by the time you read this). As both a confirmed Sherlockson and a dedicated gamer, I can't recommend this game highly enough. Unless

_William A Roston

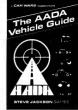
you simply hote masteries ... here it! Definitely not SUPPLEMENTS

elementery

THE AADA VEHICLE GUIDE (Seve Jackson Games), \$4.95. Designed by Scott Haring and Jun Gould, illustrated by Kim Strombo, Jeff George Dood Welling and others Supplement to Car. Wire 64 noor 5%" x KW" book Published 1984 The AADA Vehicle Guide resembles, more

than anything, a futuristic copy of Jane's Armored Vehicles 129 different vehicles (with 133 variatons) are presented. Each vehicle description inchalce a breef needoor of the unbarle, statistics, and then variants. All entries are pictured in side, too. front and year view. The vehicles listed rance from moneyeles to heavy buses, tractor-trailers, and belicontern. Sections of rules detailing the hybrid "trike" vehicle (an excellent and very victors compromise between a bike and a car) and off-road combut follow the vehicle listings. A complete Inting of all equipment added to but not included in the game Car Wars completes the book (save for two "Late Arrivals"). The rules on trikes include their construction and contration, the rules on off-road combin illustrate the advantage of the aforementioned vehicles when the fight goes to the countryside! Off road modifications, dangers, and hazards are detailed, for you Dukes of Huzzard fans, there's

even a section on jumping off hills and ramps! The Guide is a wonderful sten in the Car Warn march. The listings are exhaustive; the amount of vapety achieved with the limited number of body suces is staggering. The format is unique, a first for



Car Wars for any other came): the multi-view drawings are detailed and useful. No GM need serumble to create a road encounter ever again, tox reach for the Guide. The trikes have been needed for a long torse, and the off-road rules add (fiterally) a new demenutes to autocharillant I wish that all of the illustrations had been in the

Car Wars scale of 1" = 15, invest of the wend scales of 1" - 11% or 17% And the practice of reducing weapons and components to accommy while a useful practice considering the 11 basic weapons, has been taken a bit far, since an additional 19 weapons and components have been added to the lost! As the state include these acronoms, it gets a bit confusing if you don't have the list

The AADA Vehicle Guide is a prize. Grab it while a lasts. I predict that the shelves will errors of this very quickly.

-Crate Sheeles

THE DAWN OF DNA (Factory Games Utilimmod): \$5 Designed by Ken Campbell. Adventure for Villoins & Virginates One 8th "x 11" 19-page book, 11" x 17" cardstock counter insert. For GM and several players; playing time indefinite Published 1984 The Dawn of DNA is an adventure scenario for

PGU's Villains & Vigilantes superhero RPG. It puts unethernic player characters agoing the inodeus Doctor DNA (is the AMA aware of all these nasties in its ranks?) and his European supervillain flutkies, the Errans. Doc DNA, it seems, comes from another dimension with a goal to mutate manking into superbeings - and is surprised to find that in some cases this has already harmoned. So restend he decides to conquer the world with the aid of its existing super-mittions - those who can be con versed to the "'master race" idea. All who resist will be turned into mindless zombies. The scenario describes Doc's plans and the bumbling attempts of the Errants to cover up what is happening - usually thwarted by their mad ally Shee-Ariel and her alien Shredders. The adventure features maps of important locations, including DNA's secret lab, stats for all the supervillains involved, and other information to help the GM run the adventure

The most interesting features of the scenario are some of the super-villains in Dox's pay - not your average lot of world-conquerors. Most have interesting quirks - Adonis' narcissus complex. Shee-

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Ariel's psychotic temper, and the disgusting natures of the acutic Scur and Cackmooth and his six legand haddles. The courter insert departing houses, villains, asserted NPCs (including enckmach honfes) and vehicles - even a light plane - is a useful aid to play that should be imitated by other companies. The only real problem with this adventure is that it's somewhat skimpy as far as narrative goes - a let of the space is stden up with more illustrations

and white source. The traditional comic name on the back is even progred inside. Other VAV advoctures in the line have been a bit more means Still. The Dawn of DNA is a solid, if not overly spectacular or innovative, adventure that could early occurs an afternoon or exerting of play for

characters of any of the current superhern RPGs available CITIES OF HARN (Columbia Games): \$12

-William A. Ramon

By N. Robin Crossby. Supplement to Harm (which is, itself, a supplement mable with any FRP system). 64-page 8½" x 11" booklet. Playing time indefinite. Published 1983. This is a guide to the seven cities of the islandninent of Harn, as originally described in Columbia's Harn. It comprises 31 pages of descriptive test. 30 pages of mans (\$ in color), and two pages of

map keys. The entire supplement is designed to be taken amort, three-hole nunched, and placed in a rine binder as part of the "Encyclopedia Harnica." Half of the book consists of maps. Each city map is actually repeated three times: once in brow tope as a part of the encyclopedia entry, once in full color to be admired and shown to players, and once in black-and-white to be photocopied. I'm not sure what to make of this. If there were only two yersions - one color and one bow - I would applied

while adding no information. The non-city may show buildings of special interest, including a coligram devoted to Roman trive spectacles. The wellten descriptions, as you might expect in a book that covers seven eities in 31 pages, are interesting but sketchy. Inexperienced gamemasters may find they have limb to work with here. However, seasoned GMs will be able to fill these descriptions out to

their own satisfaction Physical quality of the mass is excellent. The sext, unfortunately, is hard to read. Please, Colum-

bia, ect a typesetter All in all, this supplement will be of great into est to those who fixed Harm, and is worth a look by any referre in need of city-building ideas. The only real problem, as with other Columbia products, is the price. Many will feel \$17 is one much to now for a specie 64 mape book. If that does not deter you, by

all means look at Cities of Hare.

THE MANSION MURDERS (Sleuth Publications): \$12. No designer listed. Supplement to Sherlock Holmes Consulting Detective. One 516' x 814" 28-page Case Book, one 816" x 11" 12-page Newspaper Archive, one 8%" x 11" 80-page Cluc Book nun 16" v 23" Muncion mone Solder

hed 1983 For mystery buffs whose only complaint about Steuth Publications' award-winning Sherlock Holoes Consulting Detective game was that it didn't contain enough cases, Sleuth has responded with Vol. II of SHCD - The Mansion Murders five more musteries weeks of the Muster Struth of Baker Street (and those who follow in his footsteps) This time Holmes' modern-day Raker Street Irreeulars are taken to the fathiousble West Find to murale over cases with sitles as exotic as "The Case of

Toxic Trinity " and "The Termination of a Teen paler" (Dr. Warson would be proud). The style of Vol. II follows that of the original game: The Case Book presents the known facts of each case in an emertaining narrative fashion and provides solutions at the end, as presented by Holmes at the conclusion of his own investigation. Clues are to be found for each case in the Clar Book, known to the London man in the original sums or so the mansion plans in this volume, and the Newspaper Archives offer articles from five 1888-9 editions of The Times in which players may find additional clues

The mysteries of The Mansion Murders are most meritaine and should keep afficienades of the same as much afoot us the original did in their attemets to solve the crimes. The mansion plans for four of the five cases are nice bonases, 100 - roleplayers of games such as Mercenaries, Spies & Priwate Eyes should have no trouble adupting them for emission the correct use of the Game Scale of the London map, something that was unclear in the original rules; also, the scale is extended to include

What few problems appear in this supplement are mainly show inherent in the system itself in the possibility of gening answers to questions you don't um know enough to ask, etc. Unavoidable and not a major hindrance to play, but a bit armoying at times ("What lady are you referring to?" - I didn't ask that's. Those with the first edition of SHCD will need to secure a copy of the second-edition man and London Guide hourses or some cine houseon will be usevailable to them for the cases in Vol. II. The Mansion Murders upholds SHCD's repu-

tation as the best of the Sherlockian/mystery earner currently on the market. After these cases, I can hardly wait for the next set.

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Second for the Start is a simulating program: ...(8) other similar sim ach for the Stars is a stimulating pro

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OCTOBUSSY OVERTON Games Inc V 57 95 Written by Neil Randall Module for James Road 607 One 44-page booklet full wronground folders camematter screen and a Briefing Drouger with 8 Mission Information Sheets. For one to four players: playing time indefinite. Published 1983 Octobusts is one of Victory Games' fiew race adventures for its James Bond 007 RPG. It details the search for the murderer of a "00" agent and the victim's possible connection to a Faberge Figg. as per the movie - but with a twist or two. Characters from the movie are given in game statistics and with detailed backgrounds. The scenario itself generally

follows the course of the movie Octobusty provides an excellent example for astering gamemasters, as well as an interesting adventure in its own rights. Anyone with a knowledge of the movie expecting to "breeze through" will probably be in for quite a shock. As with the original rules, the production quality is husb James Talber's anwork (previously decreed by Aurun Albana in Space George 62's James Board 007 neuron) is more thus adequate: the cover drawing, adapted from the onginal movie poster artwork, is excellent There are no real problems with this module.

The box it comes in is open-fronted and not very stardy (this has been corrected in later releases) and the gamemaster may find himself "fladging" dice rolls and leading his players onto particular purps to recreate certain scenes from the movie, such as the jungle bunt or the climacite "planehunger" se-

Overall, Octopussy is an excellent buy, a must for any James Bond 607 gamerowster. It could easily be converted to another easure system, so if is worth purchasing by anyone interesting in secretagent RPGs

-Store Core

TROUBLE FOR HAVOC (Chaoseum, Inc.). \$10. By Yurek Chodak, Donald Harrington, Charles Haber and Stear Borne "Ambalous Creary out?" for Superworld Chempion and Villairs and Virilantes 30 over book For referen and three to six beginning or molecuely-experiexced players: playing time indefinite. Published

Sensember 1984 The common element in the three superhere adventures in Trouble for Harric is supposed to be a loosely-organized villain group named -- can you ruess? — Havor, In fact the organization is so loose that it has no unparent effect wherever on the course of these scenarios; but it neocutes a cood excess to introduce a handr of new superscharacters. The first batch shows up in the introductory scenario, "Crius at Caliente." yet another tred attempt to heist a nuclear reactor. Then, in "Return of the Elokions, the players investigate an earthquake caused by yet more evil-types - and find a subterrane in humanold race of remarkable origin "Fourth for Bridge?" non more Hunor vallage arrang Amor. scan and Soviet superhences as all investigate an

prefusory section cover new nowers and rules clarifications for Superveorld Three-three-three fights in one' Journey to an underground city. Visit the scenic Antarctic and did into a glacer Save a dving alten race - no. no dune also races! Best of all, confront nearly two doern sharp and/or highly bigarre super pipes, includent Deathern a married artest whose widefirsh persectually shelp and writters. Special Theref. possessed by a darkness demon and viscen mysobal. my and desolidification positive to commensure for his blindness, a thewed-out Nearderthal with ice powers, and a Red Arms reneral with different see powers. Sonora, whose Snare-Entersic power

works by creating little animals that swarm over an

alien spacecraft downed in Assurance. A five-more

opponent; and one of the first transexual supervisilains I've ever encountered. The problem or they remark this come we chard lad

to some fairly ordinan accounts. "Return of the Elokums" is large, pretty complete, and pretty nosel but "Fourth for Bridge" eiges most of its Witness over to allian descriptions, Gamero badby on actual exemis (and I don't get the toke in the totic - if any). The introductory adventure is thoroughly routine, of not outriebt dull. All three pieces present information in confusing order, telling (for metance) how to dispose of a particular villain long Before you ever learn who he is or what he's dozen Likewise all three internet their storships with introduce character was, invest of extracting and appendicuring (2) them. And typographical errors

If you want a lot of genuinely interesting super heroes and villamy for your campaign. Trouble for House is certainly worth examining. If you hunter for subterranean action, you could do worse than the second scenario here. But movely the adventures are file-and-forget GOLDFINGER (Victory Games, Inc.): \$7.95

-Allen Varner

Written by Robert Kern, Module for James Bond 907 One 48-page booklet, full wrangenued folder. samenaster screen and Briefing Dosser with 8 Micross Information Sheets. For one to four players; playing time indefinite. Published 1983. Goldfinger Iron Victory Games, is based on the extremely popular movie of the same name and uses many of the characters from the film. The players are assigned to investigate one Auric Goldfinger and his poid-smurgling operation Anyone familiar with the movie can pretty well follow the pict, although some changes have been made. Part of the scenario, for metance, takes place

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ATTN: IOURNAL SURSCRIPTION P.O. Box 1646, Bloomington, Illinois 61701 in Johannsthurg at one of Goldfinger's mines, and the climatic scene has been altered as well. A travel timetable between relevant locations is provided, and the characters' backgrounds are lowingly detailed.

vided, and the characters' backgrounds are lovingly detailed.

One of the module's flaws is a carryover from the soviet: There is very liftle in the way of "action." A small mistake makes Goldfinger's Johannesburg mining installation impossible to extent the main mate has been medicated to both the

GM's and the players' map).

Overall, though, Goldfinger is a good buy for any Jomes Bond 007 GM, and of interest to any

any Jomes Bond 007 GM, and of inserest to any secret-agent roleplaying afficients.

—Steve Crow

DR. NO (Victory Games, Inc.); \$7.95 Written by Neil Randall. Module for James Bond 607 One 48-page booklet, gamemaser screen, and Binefing Desser with 8 Mission Information shoets. For one to four players; playing time indefinite. Published 1084.

Another in Victory Genes' series of movie adaptation for its Parts Band 1907 PSC, Dr. No follows the plot of the original movie as the players travel to Jameis in starch of a missing agent and find themselves involved in the nefativous schemes of the sistent Psc. No. Characters from the movie (and a few more as well) are liked with game statistics and detailed backprosmisk. Mays are provided of Dr. No's Sidned complex and several other points of Silverse.

As pood as its productioner, Dr. No follows the course of the movie faithfully, with only a few minor changes to throw off a well Ames Bond moviegers. Nell Readfall alocks the characters of the movie and makes them three dimensional, someform that the contraction of contraction of the contraction of the contraction of contraction of the contraction

Rider. Flaws are so few as to be almost nonexistent. The maps not printed on the gamemaster screen are in the center of the booklet and are not placed for emoval. Also, the replacement of the "dragon" with a "spider ged" stems to be charge more for the sake of charge than 10 and a "twest" to the

These are misor complaints, however, and they shouldn't deter fomes Bond 607 gamemasters from going out and buying Dr. No immediately. Be asserted that you are getting your money's worth.

STAR FLEET BATTLES SUPPLEMENT #1 (Task Force Gurney; \$6.95. Designed by Stephen V. Cole and C. Michael Thompson. Supplement to Stor Fleet Battles. 20-page booklet, 12 pages of Sulp System Diplays, 2 counter shoets of 108 counters apiece. For two to six players; playing time one to five hours. Published 1983.

Supplement #1 could accurately be called the lighter supplement to Star Field Reshives, providing rules for the various fighter critt and carriers of the mysilat faces of the same. Along with the necessary solds for the case of the new righters and carriers, while the country of the country of the country and the country of the country of the country in a discountry of the country of the count

The counters are a welcome addition; no matter how many counters SFB players have, they can always use more. The Romulans and Hydrans finalby get fighter counters of their own, and the Klingons get enough to make up a fighter group. The Ship System Displays are, of course, the box part of the supplement — and some strange ones appear, fike the experimental Gorn and Lytan carries (a pity both are unique; both are highly effective fighting ships as well as carried.

Task Force would have done better to forego the direct-free seeking weapon rules and put in score "history"; said rules the present in such a confusing fashion that I couldn't understand them. And the idea of giving every sore fighten in suther risk-ulous. In the end, Task Force comes off looking like it's trying to sum the "official" 75% distention and the Otenzal War into a starthly representation of the moved battle of WWII.

If you want to collect every part of the Star Fleet Battles rules, or just want new counters and SSDs, then SFB Supplement #I might be a good buy. Otherwise, just skip the idea of carriers altogether and go with pseudo-fighters.

THE GEM AND THE STAFF (TSR); 56. Designed by John and Laurie Van De Graff. Adventure module (O1) for Dangeous & Dragona; 11" x 17" mapphote, 89" x 11" cut-out character short. 16-page mapbook, 16-page rulebook. For two players; playing time one how. Published 15th

For those who find it impractical in assemble is proposed pilegren touche a subgulping models or who simply with a later a latef discretion from a value discretion from a relative discretion from a relative discretion from a relative discretion from a first final relative discretion from the relative disc

There are several special features that make The Gew and the Stoff a pleasure to play, Unlike most roleplaying modules which may take hours or days to complete, a strict time limit is imposed for each of the two adventuces. The time limit adds an interesting dimension to play; not only must the player accountlish his mission to win, he must do it quickly. Additionally, the player is encouraged to avoid time-consumine combat in order to spend more time wrestling with the various ouzzles (and there are some formidable ones). Play is facilitated by the inclusion of a ready-to-use character sheet, a set of cut-out character figures, and (best of all) a 16-page mapbook. The mapbook is terrific; nearly every room mentioned in the module gets a full-page illustration, complete with furnishings, and a square erid so that the mans can be used for actual play Using the mapbook, time usually spent by the DM in sketchine out or explaining an encounter atta can be used to run the adventure. Fact is, the manhook is so useful and effective it'd be nice to see them included in future modules of all kinds

claded in future modules of ill kinds, ha fit fininess, is should be poissed out that The Gem and the Stiff doesn't provide a lost of play value for the money. The two adventures combined are barely 16 pages long. Each one is timed at 30 minutes, meaning that the easierty of The Gem and the Stiff is good for only in hour of play. Since the adventures largely depend on solving puzzles, replay value is virtually at al.

The Gem and the Staff does an excellent job of filling a rolephaying niche by providing quality autorial for just two players. Let's hope all future entries in TSR's "One on One" series are zo good as this, but let's also hope that next time out we get a little more for our metties. THE ASSASSIN'S KNOT (TSR); \$6. Designed by Lee Lakofka. Adventure module (L2) for Dangerous & Dragons. One double-sided 11" x 17" mapsheet frown table, 32-page rulebook. For an indefinite sumber of players; playing time indefinite.

Published 1983.

Deer notice how hard the cover arisiss of adversage modulate try a entire you line a porchase with me modulate try a entire you line a porchase with continue modulate try a entire you line a post-state with the continue of every just and description? With the is mind, take a look at the cover of The Assessity? Aske, Nobeliga so operaciate here, you a rather face, Nobeliga so operaciate here, you a rather ingressed as the weight of the continue of the contin

themed . A search i Table of Ears is nuclear program of the Composition of the Compositio

buildings, such as the Inn and the Church of Ospa, have elaborate histories and backgrounds that clear by represent some effort on the part of the designer. If only the same effort had gone into making the game itself more interesting! There is n't much of the players to do braste, dutifully drag from building



starships with assaul falsn'ty seem for the conquest end colonization of said and the colonization of s

VIGARD SIMULATIONS P.O. Box 231 Orangevals, CA 95662-0231

—Rick Swan

to building in search of information. Not surprisely, some of the characters can halv, some casts, some sare freadly, some of the characters can have some are freadly, some see dangerous, some are magic stars, some are arrive. ... and on and one aid one. This wouldn't be so had if the NPC's were more investigation of the part and the second of the country of the c

away, acts just on it won't seep Againa Linisine fina awake an inght.

Although Bierardy written, The Assassinis Node commiss the cardinal sin of gaming — it's jous plain dull. Let me put it acother way: I have an away group of relighbyers who do wor and weensee modules like popoers and out of the dozens we've played this way. The Assassin's Note it she only one then've

flutly refused to finish. Pass it by.

—Rack Swam

VILLAGE OF TWILIGHT (Pacesetter, Ltd.);

56. Designed by Gall Sancher and Carl Smith.

so. Designed by Gain Santasea and Carl Sillian.
Adventure for Callill. Z8-page adversares bookles. For an indefinite number of players; playing memodefinite. Published 1994.
Village of Twelight is a complese and ready-soly module for use with the Chill game. In has members of S.A.V.E. the player characters) head-in- an expedition into the insection of continents.

co on the trail of yet apother bests from the Usknown. It provides all the Instructions a Chillmisster mode to run the adventure and lewers were few things to conjecture. Willings of Twillings of Twillings Willings of Twillings and some transmission and some sering and some transmission encounters. This module only hasts at the tun benore that aways the characwers, rather than follow obvious claes, the players are fected to experiment. Players famillar with

Chill will have no advantage over no sixes when trying to solice the mysteries of Village of Jwlight all of the creatures and strations are new If Village of Jwlight has a firm, in a that beginning characters will find it extensive difficult to service. There is no indexision, in the rest of the pre-generated characters provided, what "level" the characters should be Also, while not ensirely the characters should be Also, while not ensirely

incestancy, a few more maps could have been the cluded to all the Chillimster in setting up the numerous encounters. If Village of Twilght is model of what we can expect from Pacester in the finite, then they will have no problem obtaining a netword past or very gener's shelf. I definishly recommend it to those who purchased the original Chill game and thought the introductory adventure included with the game, "Terror in Warrisk House." was sternly. Villages.

of Twilight more than makes amends.

enos. — lerre Fenerson

THINGS (Pacesener Ltd.); \$8 Designed by Carl Smith, Mark Acres, Troy Denning, Gals Sanchez, Garry Spingle, Stephen D. Suffivan, and Michael Williams, Supplement to Chill. One 89:" z 11" 64-more book. Published 1984

Those who found Possesser's supermixed RPO.
CALII licking in only one figure 3 person variety of creatment lens appared in the game tiself — should open for a close occurate with Thags; a vertable coffer fall of, well, sharp for interpal Chili adversor and prove satisfies for more than 50 was consistent from "that Lickinows," along with state for 17 more from "the Unitary state of 18 more from "the Unitary s

really assay anagonists such as the formidable Orieral Vampire (second only to Descula himself in power). Centatives are defined just as in the Chill "Horrors from the Unknown" book, but a new classification but been added to designate centaries as Mateux, Servinus, or Independent. Additional May a foot-power of bedge stored and the conflict of the control of th

some a naturals.

Things thought be a trummdous aid for the Chill Gld who wishes to pix player-characters against something other than the old standby vampers, werevolves, and munmies. While some relatively smallar creatments, such as Mantinous, Ratchusos, and Lorelei, net included, many lessor-basons and exoric beasties— Cross., Cholless, Hook Thargis,

and Lovelet, ne included, many lessor-known and enoic beasities — Coosa, Chullpas, Hook Thagpis, and Thyslage — Baset their pages as well. Even the Flying Duckman is listed as a possible spooky orconnect. And the Animal Table joes starts for specific nationals such as tigers, lions, and loopards that are simply lumped together as "flig Cuss" in the main entry.

men unity:

Problems set few in Things: I found a couple of
the Securities a bit too off-the-wall for my tase —
the Seas Old Peighbor Lady and Gemiss in partitaler. Met I set so reason who the severest tothe set of the security of the security living them as "secrible" when several
types of Remanus are differentiated — especially

see Facilities the annual is a point a speint a
types of Remanus are differentiated— especially

see Facilities the annual is a point a
types of Remanus are differentiated— especially

see Facilities the security.

variety of Golem.

Overall, fough, Things is a book so Chilinaner should be without (Barwice may Chill player who withen a long life for his or her character). Gift of other supersonnel RPGs such as Statisting the Night Feminatic could probably make good use of at least some of the information in Things, too.

**Efficient A. Bestone

**Efficient A. Bestone

MASTER OF THE DESERT NOMADS (TSR): \$5.50. Designed by David Lock. Advantage models (CM) for Daugeaux & Degugeaux Degugeaux Degugeaux Degugeaux Degugeaux Degugeaux Degugeaux, playing time indefinite. Published 1983. This is a pool one. To the west of the practice Republic hest the Great Waste, apply sanced, as it consists of the expansive Sand Deserve bendered by the treasforcess Sad Swangs. Please the News Medical Swangs. Please the News Medical Sad Swangs. Please the News Medical Swangs. Please the News Medi

musative artistic and galactifing it that Uncert wasta to or a major association on the Republic. Behind it all is an asystemous entity known only as the Massier. If the adventurers can locate and defeat the Massor, there's a good chance than peace can be restored. Not only door Master of the Desert Nomada provide welcome relief from the 10d for Desert Nomada provide welcome relief from the 10d for Desert Nomada provide welcome relief from the 10d for Desert Nomada provide welcome relief from the 10d for Desert Nomada provide welcome relief from the 10d Desert Massier and 10d for Desert Nomada provide welcome relief from the 10d Desert Nomada provide relief from the 10d Desert Nomada provide relief from the 10d Desert Nomada provide rel

repletation all too common in TSS, DalD modelies. "A is genizine goin every sense of the word. The advenues space bendered of miles of decars, the property of counters a decent bundle environing bandwish of others, a certain few that standards by decars, a certain few that standards by the property of the property of the property of the property of the bandwish of the property of the bandwish of the property of the standard of the

of the action. The module ends with the players searching for the Great Pass, beyond which lies the temple of the Master. As such, it's somewhat of a cheat. The Glenacters don't come close to the Master, and the point at which the module ends seems fairly arbitrary. Since there is pleany of opportunity for tuoble, the DM might want to be a little more homewhat that usual to inspect that the players are xills.

aline and kacking for Part II. Truth be sold, the entire module is really just a prologue to Part II of the Desert Nomod series (Temple of Death) and in spite of what it says on the cover, it isn't very satis-

fying just played by itself.

Make sure you have access to Temple of Death before you start this one. Taken together, the Death Normad series is one of the most insaginative and exciting adventures produced by TSR in quite a

-Rick Swan

TEMPLE OF DEATH (TSR), \$5.50. Designed by David Cook. Adventure module (X5) for Dungeons & Dragons. One 32-page book, 16" x 11" foldout map. For several players; playing time se-

suscout map. For Several payers, pusying time stdefining. Published 1983.

When we liss left our adventurers as the end of Mature of the Denert Normadic (Part 1 of the twopur Disnert Normadis seriod), they were plotted at the foot of the Blast. Mountains, searching for the thinten of the Blast. Mountains, searching for the thinten of the Blast. Mountains, searching for the thinton country and the search of the thind the search of the Master whole when modificating the armises of the Said Desert for an assault on the Republic. The adventurers mere now make their level years from the

Great Pass, locate the Temple, and part as end to the Maner's plant.
Budspiring models: Open of por the tweeped, Budspiring models: Open of por the tweeped, budspiring models and the first professors. Pemple of Denth some with supplies: as every tran. Players will confessor a morbite place over the professor and entering of Budsen, as Player to sunder our budshown, and a tability of light their created to the caused out the professor of the place of the place of the professor of the place of the professor of the place o

arting players to visualize an entonial investor.

Since the showshitz is largely six in the wilderness, the DM may have his hands full keeping the
players bending his her galt direction, cope for it.

Some of the sixualized sixu

experienced DM should be sible to come up with something a let more satisfying to wrep things up. Unlike most other TSR makingart modules, the two Desert Nomada adventures can't egosyably be played on their own. Whith brings up another boof. Ase TSR's Bernats so rigid that they couldn't see their way clear to reliance this at a set of the other way clear to reliance this at a set of the other states were seen to be a set of the other of the backs at the process? Taken with refused the Desert Nomada. Temple of Destit is great fore, but be forewarded — you're going to need both parts of

do st right

-Rick Swan

K'KREE (Game Designers' Workshop); \$6. Designed by \$1. Andrew Keith and Loren K. Wisseman. Module for Traveller. 40-page 8" x \$116" book in a folder. For two to ten players; playing time indefaults. Poblished 1984.

playing time melefinite. Published 1994.

K K'rer, Trawifer Astim Module 2, details the eace known to humanity us the Centures. In the same format as the Asian module, the book covers K'kure history and society first, followed by characteristic to the Asian module, the book covers to the Asian module, and society first, followed by characteristic to the Asian Module of the Asian Modu

The year is
2615. Interstellar space travel has been commonplace for centuries. But the human expansion of the galaxy has been confined by four barrier zones of alien design. A recent invention has made it possible to pass through the fourth barrier zone, known as the Quadra Zone. Come explore the unknown regions of space that lie
"BEYOND THE QUADRA ZONE."

BEYOND THE QUADRA ZONE is a new play by mail game. Turns are run once a week and include your colony's growth and development (population growth, training options, manufacturing options, buying & selling lists, mining, inventions, revenue, etc. ...) It lesson includes your fleet's movement, combat, a list of your specialized crewmen and their personal proficiency factors, object tissing options, planet options, lunding parties incovering; test years are provided to the profit of the provided profit of the provided profit of the profit of

For \$2.00 we will send you a game set-up which includes the instruction booklet, equipment catalog, star map of the human inhabited star systems and a four-page O-tum printout (includes movement, scanning and mining test phases; planet communication, selling and buying lists, and ship's equipment list and statistics. When sending for game material, mention this ad from \$pace Gamer and you will also receive one free turn. Each additional turn thereafter is \$4.00 and includes all your ship and colony options. To receive your game material or for more information, call (201) 337-3437 (Mon. \$3.0) or send your name, address and \$2.00 to Quest Games, Inc. P. O. Dox 210, Oakland, \$3.10 yes.

alike, with their need for racial componitonship, wide open spaces, and their paranoial about meast cuters. Complete rules on sarablip and weapons technology are necleted. The three adventures at the end of the book allow players to meet the Kirne from the standpoints of parens or assignment, or actually play the Kirne themselves. The fielder features, comparative and skeletal drawings of the Kirne and the second-arranged map of the Kirne and

area or commission.

The rules are quite complete, and detail the problems of playing the K'laree in easily understandable fishion. Particularly noneworthy are the adventures: They are excellent and quite playable. One even ties in with The Traveller Adventure; I with I had that this year load that whose

Once again GDW receives a bad grade for its illustration policy. The only illustrations are on the cover, Players and GMs are left with only a pair of cover illustrations to base their visual models of the KTree on.

K'kree on.

The K'kree are a difficult race to game, but their
difference should help to enliven any Traveller campaign. At \$6. K'kree is a good buy for the amount

of material included.

—Cratig Sheeley

THE WINE OF THE MOON (Regards Enterprises, 1402 2.10 streen NN, Washington, Depices, 1402 2.10 streen NN, Washington, CC 200365, 52.50 (plus 505 postage and handling on soal orders). Designed by David F. Nalle. Significants to Yaparth Rule System. One 5% "x 80%" 26-page rule-took (including 8-page pull-out 8-page pul

ers; paying unterinstensier. Futuations: 1980. This is the first of these supplements plasmed by Rapiacok Enterprises in support of its finitasy relaplaying garm. Figurit Rule System (FRS.), in a sar explanation, expansions, and corrections of the first edition of 1985, plas four now magic classes. (Darkmage, Lightmage, Ranist, and Willage Mage), five printity conference, and 32 now skills. The secnatio, 1994, adds a few new magical items and resources to the name.

For all those places who prochased the first offician of PER. The William of the Afron will hold a special interest. Those who menaged in hold on a special interest. Those who menaged in hold on a the period will be a special proper to the special process of the period of the period period causes and does of the period of the special period p

Moon, I have yet to find them, though I have a few quibbles with some of the material. First is the time print, which is hard on the eyes after an hour or so of reading. There also some to be an antitude peoblem, which surfaces in the responses to some of the questions. Sincere inquiries on, for instance, whether tribes have assigned alignments (not too strange if you've looked through the AD&D Monper Manual lately) get answered with a statement like: "What a silly concept." I doubt that the cuesdoner will ever ask anything about YRS in the future -- "thus'll take care of him!" Also, some of the skills seem trivial. I'm sure that somewhere, someton is oning to love being able to practice "mendicaney" (why not call it begging?), "sexual irchnique" (1'Il bet there's a story behind this out). or "valet" (which might derive from the "ett quette" skill), but not in my campaign. That's just a waste of skill points.

Overall, The Wine of the Moon has a few

faults, but its merits far ourweigh its liabilities. For owners of the YRS, this is a "most buy"; for those who don't own YRS, though, there probably un't that much generic material to call from it to office the asking peier. However, if any of the supplement's meterial counts interesting, was count do for

worse than owning it and YRS both.

—Jerry Epperson

PLAY AIDS

CHILL MASTER'S SCREEN, featuring CAS-TLE DRACULA (Paceieter, Ltd.); \$6. Designed by Golf Sanchez. Three-panel cardistock screen, 8-page adventure book, and 4 character sheets. Published 1984.

To assist smooth play without a lot of pageterning to find the various tobles and clutra in the rathebod, Paccenter offers (Alds of in: Chill Supersumed Instance Ref on Chill Mentre' Serien a, as three-panel candanck (OM streen primed with the most important chirars and tobles used in the printadaptation of the first four chapters of Roma Solker's Devacid, called, appropriately enough, Castle Devasila, it pies one player, as Josushan Rather, against the wises of the vill Coust himself in an anomy to except the castle before ending up a so food for Devacids, wises; For this chancer

center of the adventure complete the package.
In spite of the first the is it closely bound on the original novel (which could neath) supplies place to engine an original novel to the could neather a consistent of the could need to the could need

subjuices for the Discouls of the moviest.

The only gippe I have with the CM Screen as a whole is its placement of some charts the CM could use only on the players' side. But this is a condition on courrence with GM coreens — it is difficult to fit everything on one side without reducing the type so that it's hard to read. So the CM will still need so ment to the rulebook to check some charts — utiles:

that it is fact to freely, So the C. he was still noon to ment to the rulebook to check some charts—utiless he or she wants to move or peer over the sorren. Overall, though, the CM Screen should prove useful to most Chill GMs who like more than an ordinary binder to hide their notes, and the Castle Detacula adventage can be a fun — if potentially

deadly - bosses for those times you can't get together an entire play group. -William A. Barron

MARVEL SUPER HEROES JUDGE'S SCREEN (TSR): \$4.95. Designed by Jeff Grubb. Accessory to Marvel Super Heroes. Three-panel cardstock streen, 8-page 'Hero's Guide to New York' booklet. Published 1984. It somes that every same nonds a GM's screen.

and the cose for the Marwel Super Herores RPG is a peerly good one. The costside of the zorem is cusmoded to provide plensy of proceeding, and frosters a may of Manhattan and the charges is the small accounts of the other bear to the cost of the accounts of the other bear to the cost of the accounts of the other for the Cost was, including mother Universal Table. The other tables are turdenn NPCs, speech, seepons and dumage, rank some processes. The Hero's Guide to New York' is almore more small state the crare isself, riving a lattore more small state the crare isself, riving a lattore more small state the crare isself, riving a short history of Manhaman, pointing out some of the sconic features of the various areas of the island, giving hints on some of the organizations in the Marwell universe (Maggis, Hydra, SHIELD, etc.), and a very useful section on how to get around Manhaman if you don't by, hore, when, or election.

The screen is typical, distinguished only by its outside protective covering. The real ment of this package is the Guide. It makes running a campaign in Marvel's New York possible, even if you've your been there.

The Marrel Super Heroes RPG has never had that many tables that require invtant access during combat, and some of the tables on the serven were thrown in to take up spoot. Monetary resources are not likely to be imported during combat, but the

not likely to be important during combat, but the Resources table is there.

The Marvel Super Heroes Judge's Screen is a good deal, thanks to the Guide. The two will be of

great value to a campaign.

-Craig Sheeles

PUBLICATIONS

THE QUEST (learus Games): 57. Written by David Emigh. Generic rolephying supplement. 60-page booklet. Illustrated. Published 1984. The Gazet deals with the herric grown in terms.

suitable for any fantasy roleplaying game Rather than a book of quests, it's a book about how to design many accessors. What some of mercal? They involve a berofine) in search of some roal: this is suite different from the eroup of adventurers exploring underground caverns in search of gold. The book covers six quests drawn from heroic and mythic literature: the deserving hero's acquisition of a magical sword: the Broken Sword Ovest, in which a mythical sword must be reformed, the Unicorn Chant in company marken's search for a mount a count to rescue a dead common from the underworld: the killing of a drapon; and the Bride Quest. where the hero seeks to win a wife. Each quest is described including different variants. Interspersed are short stories which illustrate how the quest might turn out. These are interesting in their own right, and offer a much briefer look at the quest than the original works. Emigh stresses that these quests are not to be taken lightly, and offers suggestions as

an bow they should be run: Give the sweed a person, the bournars a name, the first approximative make dragons rare, plan treacherine in advance. Production quality is excellent. The book is cleanly typeste, with different type of the separation of the description from the flexion. (Ulderbausely, the ant is mostly anniatement). There's a neckly area made shibitography in care your for imported to do made shibitography in care your fort imported to do like the second of the s

The bigged problem with the book is followers in the here open them! Such a quarter rowles around a single here. While the here may have helpest, they assumely play a moinr rook, and other that the manually play a moinr rook, and other that the here will be the here of the same that the

While the book almost never refers to game mechanics, there is occasional mention of "charima," a characteristic absent from game systems such as RuneDuest and The Fontoxy Trip. I was a be disappointed that the quests and the hibbaginghty are so thoroughly based on European literature Surely Polynesians, say, go on quests also. And more information is given on how to design than run the serrarios.

This is a unique book: I know of no other which assists it scenario design. It covers its subject matter well. While by its very matter its use is limited, I recommend it as a good way to bring sersious quests into an FRP campaign.

WEAPONS AND CASTLES OF THE ORIENT (Palladium Books; 5669 Casper, Derost, MI 48210); \$4.95. Compiled by Mathew Balest. One

-- David Darkon

1" a 10" \$6-year bookler Palsitated 1984.
For the fataury or historical game with an interest in the Crient, Pallidetim Books has released the latest in its steep of books on accisive and maderial armanesis. Weapons and Caudar of the Orient control of the control of

The detailed depictions of the various weapons will probably prove to be the most useful section for most particularly those whose interest in Oriental weaponty ends with the recent flood marrial arts/nirga movies. Included are such lethal arms as the chained, sichle-filed kasarquous, denoued by nirgia in the movies and on TV's The Masser year omitted from the Nings section of Philadacium's

Wegover and Assaziate book.

What is must distressing about the book in that
the weapons section, potentially the most universally
useful, is the smallest one in the alpha-sid — only
nine pages as opposed to 17 for caulits and 19 for
armer. Unless you've really must detail so offereint
armer and need plans for several different fortifications, this makes the book hardly worth the proc. In
fact, a more appropriate title might have been Arney and Coaster of the Orisies rulin's Weapons).

For players of Oriental games such as Bushido or Land of the Rising Sun who want a great deal of detail, this book should prove most valuable. For others with only a passing interest, it probably sin't worth the investment.

-William A. Barton

MINIATURES

ELFQUEST ministures. WOLFRIDERS 1.
JOURNEY TO SORROW'S END, and PERSONAL-TIES (Ral Partha): S8 each. Twelve, ten, and eight 25mm-scale figures respectively. Sculpted by Julie

Otheris. Released 1983.
These 30 figures depict characters in Wendy and Rehard Pain's Eligaser series. Wolfriders I provides four standing and four riding elves and four wolves in two different poses. Journal y contains sits standing adults, two ethidren, and a horse and rider. Personalities includes seven humanoids and the very later.

serport Madeoul. The detail on the figures is excellent. Julie Guther has proven fauthal to the Pinis' creasion. These figures are like nothing else available to the garrer and collector, but are from a world dissinct imm for quasi-motheral landscapes of Gerylawsky. Middle-earth, and leftlins such the imagened suckess lands of Count, Birke, or Kine. Effiguent middle, Gutherly sculptings most readily invoke the delicate vest touch Modiferrament substants of the first court vest touch Modiferrament substants of the like the

Thomas Burnett Swams and, more recently, the Argive funtasies of Richard Partill. Walfelders I of feets a sufficiently wondrous force to counter the various warg riders more unstally found. Personalties presents the greatest possibility for religiations. Each casting trapters an encounter: a prophecy of Bence Woman, the stelens of the Pricts of Gostra, the

Each casting inspires an encounter: a prophecy of Bone-Woman, the spices of the Priest of Gotara, the abrupt appearance of Madool, or the fortuitous intervention of Olbar Mountain-Tall.

There is a fair amount of flash for such delicate

There is a list amount of flish for such defease, contage, but their major problem is the defease, When stood beade alves sudjand by Tom Miner in the Committee of the Committee of the Committee of the core, are not Meer elves, but are perhaps there remote ascentors of diminished decorations. The figures are attractively bound, but the stiff plantitry within officing poor prosection for EAI Partha's time crahmanality. Since the bosts are shartletary within officing poor prosection for EAI Partha's supposed, thore is no very of examinating the commistary supposed, the set in very of examinating the commistering the committee of the committee of the committee of Personalities set, replaced by an errant Cutter from highlyden I. A lingle blotter pack with four mibber

backing might have worked better. These figures are charming and offer a welcome charge from the usual hanorcally-inspeed figures. The difference in between swend-und-oracry and heroic fantawy, between an age of tron and an age of state and thought all soft down to the best of state and thought it and down to this fact the loss of Wolfriders II and down to this Mountain.

ADVENTUREES and TREET WORLDS (I cross Ministerns): 310 cach for human varied figures. 25mm metal fastusy figures Scalpted, respectively, by Max Carr and Rehand Kern. Released 1983.

Texas: Ministerns is a new company which go is sure by bying molds and rights so a number of the old Herriage lines — for which the holeby owner of the old the control of the control o

The Advinuouses, I'm disald, rate only about a C. Thee's acting actually wrong with them — but note are especially original or remarkably wellpoot. They stand deer, looking like featury figurest — some with a sweet wank into the are, others just waining for the earn more. The cocking is fairly good, and a couple have nice details which will make them good procondist figures. The "Horarus of War," for materials, while, the while of the contraction of the processing figures. The same cases of the processing figures. The "Horarus cases of the processing figures."

past — what can I say — generic But Richard Kerr's There Windfu line, gets a B+ overall, with an A on some of the indevokal figure. The line companies feet types for line of midture of the second section of the second section of pasts robed pasts from a feet look like a secpans robed pastser playing a hory Al are well occipied and posed in firthless manner, my samples and some flash, hor ordering robe on the will be limitate to say far of Orean Labert's Line flash will be limitate to say far of Orean Labert's Line flash best the Cern an Sur-Tree! All an sail, a very soc-

line, and one that deserves expansion.

Don't let the remarkably poor packaging put you off of Texas Miniatures' products — take turn to look at the figures. This company is off to a young your past and has the potential to bring us some

good-looking metal.

—Stew Jackson

ENIGHTS, FIGHTERS, AND MEN-AT ARMS

(Genadier Models), \$9.95. Twelve 25mm lead measures with four-lined box. Released 1984. Genadier's recent release is part of its evercroanding "Einstaw Looks" line of 25mm features. Unlike most of the figures in this line, this set can also be used for historical gammag purposes, since the figures are not exocitally clothed or equipped, but sucher are patterned after 14th. and 15th-century laughts and most-at-error. The set consists of ten figures on foot and one motured figure Each miniture is posed in an action stance with a ready seapon. The custings are very, one, and there is

very little flash and few mold lines to clear up. The detail that Andy Chemisk has managed to sculps into these figures is almost beyond belief. The state of amore look as if they were taken from the Tower of London and somehow infinitivated to 25mms scale. Every strain and hasticle in visible, as any the revers and the fluinted surfaces on the problem among The time pleasaftle bearings on the shields not seriously an extra the strain of the strain and seriously an extra the strain of the strain of the seriously and the strain of the strain of the seriously and the strain of the strain of the seriously and the strain of the strain of the seriously and the strain of the seriously and seriously seriously

The figures are equipped with a wide assentime reaports, netholing away, sweetly, means, and forward of the figures are successed as a forward of the figures are successed figures to be forward or the figures that disrapped to he for figures and the two-banded wardarminer. The figure came directly from "The Ago of Christigs" (Vol. 1) by Fred and Lularne Function, and is defiminely that standard finers of the whole sex-

you deare

nintly the standout figure of the whole set.

My collection of figures currently numbers well
ower three hindred, and these are the best 25mm
kinghts that I have ever soon from any company. It
recommend these figures to both fantasy and historical gament, as well as collectors who want to own
the serie best monosters; available.

-Edwin J. Rotondaro

FANTASY LORDS BLISTER PACK SERIES

Fighters, and Men-sc-dern.

The detail on all the figures is assorting. Actly
Chernak's sculpting seems to improve with each
near selection, and one can easily see why Gennakir's
Fannany Lords into us the best-selling range of 25mm
figures in the baseness. The figures are generally
free of flush and have very little spour so clean up.
They are cast in a durable white meal that is fitstible enough to allow bending and repositioning a
figure without beauting it.

One of the standout figures that comes to mind it a netherade waxed causing a spell from a primore. You can even distinguish the rates on the page, and the book melif reas on a cloud of smoke? Another fine casting is the most likendough a side kink while supported by a stone pillar. The most wears a mebasive loop handough a too a kines ge. The length at place armor with the two-handed warharmer is also a work of set, and a pleasart Change.

from the usual nac- or sword-welding figure. The detail and originality of these figures alone would make them a must for any serious collector of 25mm miniatures, but with a price of only 32.50 per set, these figures are unbetable beginning if you use miniatures in your fantasy roleplaying, the new Finitiasy Londs bilder packs are highly recom-

-Edwar J. Rosondaro

Coming this summer.

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off a building, and having a hundred-pound
rock dropped on him from 120 feet
— even it all happens in one day...

...... (.. Grey Porter)

SCANNER

News from the World of Gaming

Eon Game Line Sold to West End Eon names as most of the same negeral line as Junta " Originally published by Creative Warragnes Workshop. Junta will be released in a West End edition at the January Hobby In-

Eon Products, publisher of Cosmir Fincounter, has agreed to sell its entire line of boardgames to West End Games.

"We just weren't able to publicize the games the way they deserved," said Jack Kittredge of Eon, "We were never much as businessmen anyway." The Massachusems company has not produced a new boardgame in over a year and has not attended the major conventions and industry shows this year

Eric Goldberg, Research and Development Director at West End Games in New York, hopes to re-release Cosmic Encounter and another Eon game (either Borderlands or Quirks) in fall of 1985. "The rules will certainly be rewritten to be better presented and more easily learned." Goldberg said. "We'll probably have more conventional components. We might just on with one board ffor Cosmic Encounter), perhaps permitting eight players instead of six. But this is all speculation. We certainly won't do anything to min the play

Goldberg said a West End edition of a third Eon game would follow in 1986. "We see the

dustry of America trade show in Dallas Meanwhile, the design team at Eon has moved into computer games. In June CBS Software released Eon Software's word game Precuonds for the Commodore 64. Apple II and IRM conversions of Postwoods will be out

CRS Software is releasing two other Eon earner this full Weather Tomers accorns up to four players the task of changing the weather to order in various soots in the country, every change affects the weather nations in peighboring areas. The Argos Expedition is a multiplayer game about recovering and identifying extraterrestrial artifacts. Both games are in-

itially for the Commodore 64. The Eon designers have not entirely abandoned boardgames; they've just done two exnonsion sets for Avalon Hill's Dune Their release is timed to coincide with the Dune movie, due at Christmas. Eon designed the original Dune game on assignment from Avalor Hill And Fric Goldberg reports that "perhaps the key to the deal" of West End having Eon's earnes was Eon's agreement to do two more games for West End No decisions regarding these new games have been made yet. Goldberg said

Down, But Not Out

The bireest news in the adventure samine industry of late has been the abundance of numors concerning the imminent financial doom of this company or that company. Here's the latest on three communies that have figured prominently in the rumors - and the real sto-TSR - The rumor that the largest company

in the whereour coming industry has filed for Chanter 11 bankraptey is "definitely not true," company Public Relations head Denor Suren said TSR is currently busy nublishing modules for its new Marvel Super Heroes and Indiana Jones rolcoloving games, and it just wrapped up GenCon 17, which Sturm called "by far the most successful" GenCon yet. An estimated 8,500 gamers attended the four-day convention This is not to say that TSR is without problems - a pair of lawsuits by former employees could cost the company a lot of money, and sales are reported down but they're not out of business.

fincluding CityBook II. Treasure Vault. and some Tunnels & Trolls solo adventures) has resulted in a serious crunch of printer's bills Staff has been cut back severely, and "morale took a beating," survivor Mike Stacknole said. Stacknole is currently hand-moderating a new fantasy PBM that Flying Buffalo has in playtest, with an eye toward using the material for some additional Catalyst Series generic PDC aids as well. While things are lean Stacknole expressed confidence that the com-

suries of releases in the first half of the year

nany would pull through Judge's Guild — "We're hanging on by our teeth and nails." owner Bob Bledsaw said. Bledsaw says there are three more products and three more usues of Pegasus magazine wasting on available cash to be printed. JG's problems range from 100 much returned merchandise to distributors going out of business owing them money. "We'll fight the fires as they come up," Birdsaw said. "Hopefully, it'll pick back up eventually."

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## News and Plugs

Strategist's Club Awards Announced TSR. Inc. announced the winners of the 1984 Sentenier's Club Awards at GenCon 17 the TSR-sponsored game convention held in Assess. The winners were determined by a unte by residers of Dragon magazine Only gaming products published in 1983 were eligble. The winners are:

Best Board Game - Decongriders of Pern (Mayfair Games) Rest Rolenlavine Game - Jomes Bond

007 (Victory Games) Best Game (Open Category) - Lost Worlds (Nova Games)

Best Game Play Aid - Rovenloft (TSR) Best Miniature Figure Line - Fantasy Lands (Greendier Models) Best Gamine Magazine - Dropout (TSR)

Wareamine Clubs Meree The American Warranning Association and the National Warramine Alliance have merged. forming a new national wargaming club. The new organization has nearly 300 members curmethy, making it the largest all-hobby gaming dub in over ten years. "There are larger special-interest clubs, but we cover all branches of warranter." AWA president George Phillies

AWA's monthly newsletter. The American Warramer, will continue to go out to all members of the new organization. A new name for the organization - most likely "The Strategy Gaming Society" - will be announced after

NWA tournament achodule will continue to before, and members will still be eligible to here AWA mublications at a substantial discount. For more information, contact George Bhillier 1120 Nielsen Court #3 Ann Arbor MI ISING

Game Designers' Workshop plans an October release for Twilight, a roleplaying game set dering World War III "It'll be a good modern science-fiction game." GDW's Marc Miller said. Designed by Frank Chadwick, the game supposes a conventional war between the superpowers, with only limited use of tactical nuclear weapons. The initial seenario occurs in Poland, the site of the Russian front after five years of war.

Pacesetter Ltd olans a number of fall releases, including five new products due out in October alone. The major release will be Stor Ace, a science-fiction mienlaving eame. that Pacesetter's Gali Sanchez says will be much stronger on the swashbuckling aspects of the name than hard science. The first Star Ace module. Ruise of Kanker, is also due out at the same time. Pacesetter also plans two more modules for Chill and three modules for Timemaster

Barac Limited has announced a licensing agreement with Game Designers' Workshop for the production of computer text adventures and play aid programs for the Traveller same system. The first text adventure. Mertractor

#### ratification by the membership. The AWA/ - The Volentine Gambit was demonstrated When One Steve Jackson



Double vision at Origins '84 in Dallas, Texas: Steve Jackson (left), British author of the Fighting Forstory Gasselook series (with Ian Livingstone) and big wheel at Games Workshop and Citadel Miniatures, got into a dispute over company ownership with Steve Jackson (right), American designer of Car Wars, Illuminari. The Fantasy Trip, Ogre/G.E.V., and the forthcoming GURPS. We'll bet E. Gury Gygax doesn't have this problem . . .

st Origins '84 Mertractor is the first of a four-part text adventure union called the Starcrystal Campaign. Each text adventure can be played separately, or played in sequence. Also due out this year is Citizens: The Traveller Character Generator, a program that generates examples of the 18 Traveller character types found in Basic Troveller and

Citizens of the Imperium, Startown, a city complete with encounters, shops for obtaining equipment, and other adventures, is also included. Once a character has been created with the Citizens program and equipped with the Stortown program, that character can then be transplanted directly into Barac's four text

#### Convention Calendar Ambrost MA - ILMASS CON Dec 1/2

Gamina convention on the University of Massachusers commus Contact II-Mass Con. II-Mass Greater Society, Box 117, Amberd, MA 01002. Seattle, WA - RUSTYCON II, Jan. 18-20. 1985. SF con with some runing. Contact Rusycon.

Box 47132, Seattle, WA 98146 Pasadenz, CA - ORCCON 1985, Feb. 16-18. Gaming of all varieties. Contact OrcCon 1985, Box 758, Bellflower, CA 90706.

Houston TX - CONTEX II Feb 15-17. SF con with some gaming, Marion Zimmer Bradley is Goesi of Honor, Contact CONTEX II, c/o Friends of Fundom, Box 772473, Houston, TX 77215, Bilesi, MS — COASTCON VII, March 8-10. SF and gaming con featuring Alan Dean Foster. Contact CoastCon, Box 1423, Biloxi, MS 39533. Akron, OH - NEOCON IV, March 24-26 Guerian con on the carrows of the Daiversity of Akress. Contact NeoCon IV, Box 4045, Akron, OH

44321 West Point, NY - POINTCON VIII, March 30-31. Gaming con at the US Military Academy. Contact Cadet John Surdu, P.O. Box 3206, West Doint NY 10007

Pensacola, FL - PENSACON '85, April 5-7. SF/comic/garning con. Contact Pensacon '85, 300 Bayou Blvd. #218, Pensacola, FL 32503 Columbus, OH - CAPCON '85, April 5-7." Gomine con on the Ohio State campus, Contact Paul T. Riesel, c/o War Gome Designs, Box 629,

Reynoldsburg, OH 43068. Danbury, CT — HATCON 3, June 7-9, SF con featuring lan and Betty Ballarine, Control Kennedy Powser, CT SF Society, 108 Park Ave., Danbury, CT 06810

*Baltimore, MD - ORIGINS '85, June 27-30. The National Gamino Convention Practically every game company in the industry wil be here. Contact Origins '85, Box 139, Middletown, NJ 07748 *Austin, TX — TEXCON '85, July 5-7. Gaming con. Contact TexCon '85, 8028 Gessner #1805,

Austin, TX 78753 Joelin, MO - OZARKON I. Aug. 3-4, SF/ gaming con. Contact Ozarkon I, Box 2151, Joplin, MO 64801

*Austin, TX - LONE STAR CON, Aug. 30-Sent 2. The National Science Fiction Convention, featuring Jack Vance and Richard Powers, Connet FACT, Box 9612, Audin, TX 78766.

*Sieve Jackson Games will attend those conventions marked with an asterisk. We may aftend some others as well, but we haven't decided



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